KONAMI'S ARCADE COLLECTION

KONAMI'S ARCADE COLLECTION

LOADING

1. Place the cassette in your recorder ensuring that it is fully rewound.
2. Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.
3. If the computer is a Spectrum 48K or Spectrum + then load as follows. Type LOAD"" (ENTER). (Note there is no space between the two quotes). The " is obtained by pressing the SYMBOL SHIFT and P keys simultaneously.
4. Press PLAY on your recorder and the game will load automatically. If you have any problems try adjusting the volume and tone controls and consulting Chapter 6 of the Spectrum manual.
5. If the computer is a Spectrum 128K then follow the loading instructions on-screen or in the accompanying manual.
6. If there is more than one title on either side of the cassette always stop the tape when the first game has loaded. To load subsequent games reset the machine and follow previous loading instructions.

SPECTRUM +3 DISK

Set up the system and switch on as described on your instruction manual. Insert disk and press ENTER to choose 'LOADER' option. After a short delay a game selection screen will appear.

GAME SELECTION

When the game titles appear on the selection screen type in the relevant number of the game you wish to play. Once your selection has been made your chosen game will automatically load.

CONTROL NOTE

If there is no Sinclair option, select redefine keyboard option and when prompted move joystick in appropriate direction. Make sure the keyboard is always selected.

YIE AR KUNG FU

Yie Ar Kung Fu runs on the Spectrum 48K and Spectrum.+.

THE GAME

Yie Ar Kung-Fu is a test of skill development in the traditional Martial Arts. It features Oolong in his attempt to become a Grandmaster in the ancient skills in honour of his father, a kung-fu master before him.

Your ultimate goal is to become a grand-master but to achieve this you must defeat a variety of opponents each more deadly than the last. They are armed with differing skills and weapons and must be overcome with a combination of 16 different attack moves.

The controls are by means of joystick or keyboard (which is user definable) and the game has a one or two player option.

The fun and excitement of Kung-Fu is about to begin as you face your foe. Your honourable opponents are...

BUCHU – A huge kung-fu fighter who can attack by flying through the air.
STAR – A beautiful girl warrior who is expert at throwing deadly stars or SHURIKEN.
NUNCHA – Master of the NUNCHAKU – beware his reach.
POLE – Attacks with the ancient rod or BO.
CLUB – ...This fighter is armed with a shield to deflect your blows and a club to strike back.
FAN – Another female adversary, this time an exponent of the NINJAFAN.
SWORD – Sword carrying apponant, a firesome and deadly foe.
TONFUN – Skilled in the art of fighting with flailing sticks or TONFA.
BLUES – The Kung-Fu master himself, has all the skills and moves of Oolong, but faster. If you can win this final battle you truly will become a Grand Master.

CONTROLS

Oolong is controlled as follows:
Joystick control plus FIRE button creates the attack moves. SPACE bar switches between KICK and PUNCH.

JOYSTICK

KEYBOARD
Key controls without the FIRE key pressed emulate the joystick controls. The keyboard control substitutes are indicated on each move as the KEY LETTER, but can be redefined if required. The S key represents FIRE.
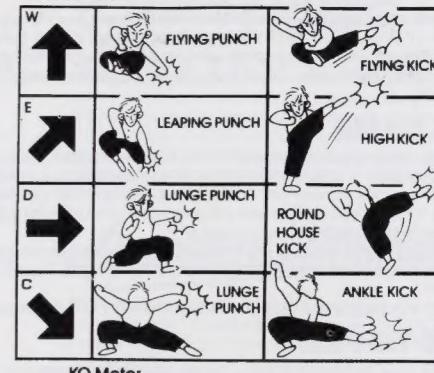
STATUS and SCORING

On screen scoring indicates your current score the high score and number of lives you have remaining. Bonus life is awarded at 20,000 points and the score for each move is as follows.

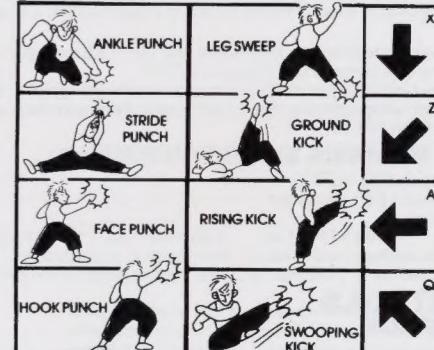|			
FLYING KICK	2000	ANKLE PUNCH	1500
FLYING PUNCH	2000	STRIDE PUNCH	1500
ROUND HOUSE KICK	500	LEAPING PUNCH	1500
LUNGE PUNCH	500	LUNGE PUNCH	1000
LEG SWEEP	500	FACE PUNCH	500
GROUND KICK	1000	ANKLE PUNCH	1000
RISING KICK	1500	SWOOPING KICK	1000
HOOK PUNCH	1500	HIGH KICK	1000

HINTS and TIPS

* Seek and attack each opponent's weak point.
* Remember Oolong can jump over his foes and put them offguard.
* Try hit and run tactics and keep your distance from armed opponents.

Yie Ar Kung-Fu is a trademark of Konami Limited.
Produced by D.C. Ward

CAPS SHIFT – Pause
SPACE – Restart   BREAK – Return to Menu
ATTACK MOVES

KO Meter

When KO meter reaches 0 player is knocked out

The attack moves are illustrated above and the KO meters for you and your opponent indicate the state of play at each level. You have 5 lives to begin your task...GOOD LUCK!

YIE AR KUNG FU II

THE GAME

It was just twenty years ago that LEE, the Kung Fu master, wiped out the dastardly Chop Suey Gang. But . . . one member of the gang managed to survive – YEN PEI. YEN PEI now calls himself the Yie Gah Emperor, and with his seven warlords and their retainers, he has extended his evil influence throughout China. LEE's son, LEE YOUNG, has come forth to meet this evil emperor.
To the deadly killing arts of Kung Fu which he learned from his father, he has added his own special techniques, based on OO-LONG TEA POWER and CHOW MEIN NOODLE POWER!!
Help LEE YOUNG to use his Kung Fu against the Yie Gah Emperor!!

HOW TO PLAY

The game may be played alone or by two people simultaneously.
You control the action with either your computer keyboard or with a joystick.
First use the keyboard to select either joystick or keyboard control. Then use the keyboard to select one or two players. The game will then begin automatically.
You begin the game with three "LEE'S". If you score 20,000 points then you get an additional "LEE" after 50,000 points you get one more "LEE".
If one of your techniques connects with your opponent, in addition to you scoring points, his energy level, or Ki will diminish. When your opponent's Ki is all gone, you have defeated him!
If an opponents technique is effective on your LEE, LEE loses part of his own energy or Ki. When one LEE loses all his energy, he is OUT.
The game begins with an attack of a squadron of midget fighters. Try to move to the left of your screen while defeating them. Four scenes await you, each with its own evil warlord ready to finish LEE off.

TWO PLAYERS SIMULTANEOUSLY:

Player one is LEE YOUNG
Player two is LEE's opponent.
Select from:

IRON PIGTAIL   FAN FIGHTER   POISON GAS WARRIOR

The game will begin automatically after selecting your opponent.
The best two out of three matches wins; the first player to win two matches is the champ.

CONTROLS
JOYSTICK

Joystick options are as follows:
1. Kempston   2. Sinclair   3. Cursor

N.B. If using a Sinclair Plus 2 computer, select the joystick option, "SINCLAIR" when using an Amstrad or Cheetah + joystick.

KEYBOARD

PLAYER 1		PLAYER 2		
U	– UP	W	– UP	
M	– DOWN	X	– DOWN	
K	– RIGHT	D	– RIGHT	
H	– LEFT	A	– LEFT	P – PAUSE
L	– FIRE	F	– FIRE	ENTER – PAUSE RELEASE

NOTE

On the Spectrum 128 the " key also acts as pause.
CAPS SHIFT and ENTER together resets to PLAY SELECT MENU.
SYMBOL SHIFT and ENTER together resets to CONTROLLER MENU.

JOYSTICK

```
                        JUMP
      HIGH KICK                    HIGH KICK
      MOVE LEFT      ← ↑ →         MOVE RIGHT
                     ↙ ↓ ↘
      LOW KICK                     LOW KICK
                        DUCK
```

Pressing FIRE while Lee is in the middle of his jump will execute a flying side kick.
Pressing FIRE while Lee is stationary will execute a punch.

IMPROVE YOUR FIGHTING TECHNIQUES

OO-LONG TEA POWER: If you knock out a complete formation of three midget attackers, you get one tea leaf. If you can get five tea leaves, this is enough for a cup of Oo-Long tea. Once you have enough for a cup of tea, if you press the T key while the game is in progress, you will get a new supply of energy. You can have up to three cups of Oo-Long tea in any one game.
CHOW MEIN NOODLE POWER: Somewhere in the background of each scene is a bowl of Chow Mein which you can get after making an attack. If you can find the Chow Mein noodles, this will make you invincible for a few valuable seconds. After eating the Chow Mein noodles immunity to attack is indicated by the boarder turning blue.

SCORING

Effective technique	300 points
Fan, poison gas, Boomerang, short sword, hand grenade	100 points
Mask	1000 points
Midget attackers	100 points
Winning without being injured	5000 points
Energy remaining at end	***Bonus Points***

CREDITS

Produced by D.C. Ward
Written by Julian Horn

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HYPER SPORTS

CONTROLS

Keyboard – Redefinable
Joystick – most types of interface
Note: In the case of any difficulty experienced in joystick control the last defined keyboard controls may be used at any time during play, even if joystick has been selected.

PLAYING

Pit your skills and agility against the computer and the clock – in order to progress to the next event you must qualify (ie achieve game – scoring hints are as follows and we would be interested to hear from any player with high marks. (100,000 and up is good).

SWIMMING

Wait for the starting gun – racing dive into the pool (by pressing fire button). Your swimming speed is determined by continuous left/right controls, but remember in order to swim you must breath so wait for the button. If you breathe at the wrong time you'll swallow water and if you forget to breathe you'll gradually slow and stop.
Your opponents have differing swimming skills and are controlled by the computer if you can beat them all you're on the way to becoming a true champion.

SKEET SHOOTING

Computer controlled sights home in on the skeet and marksmanship depends on fast reaction on the left/right controls. Good shooting gives bonus skeets with higher points but as your shooting improves the rate hots up! Good shooting.

LONG HORSE

Now test your ability as a gymnast – press the fire button to run the springboard, then again when you're on it – Now when you reach the hand stand position press it again to launch into the Somersaults (these are controlled by the left/right movement). The total score is made up of the distance you get up the springboard, the length of time on the horse, the number of Spins you can achieve and the perfection of your landing. Like the real event you must perform well right through for maximum marks!

ARCHERY

The target moves across your field of vision and you must judge wind speed and the angle of your shot to hit bullseye. First press the fire button to wind speed/direction, then press fire again to shoot one of your eight arrows at the passing target. (Keeping the fire button pressed increases the height of the arrow. Hint:- try to get as close to a 5° angle as possible.

TRIPLE JUMP

Co-ordination is the key to success in this event, use left/right controls to gain the maximum approach speed:- and press the fire button as close to the take off line as possible. For each part of the jump keep the fire button pressed to increase the angle of the trajectory and release as close to 45° as possible. Your score is a combination of the correct speed, angle and distance.

WEIGHT LIFTING

Now for the final test – a test of strength and stamina. Select the weight, type and then use the LEFT/RIGHT controls to increase the weight lifter's power. Press the fire button when STRONGMAN flashes to give the "Powerlift". Continue with power until all three judges acknowledge the feat. Your points score is based on weight.

Congratulations you've completed all the events now check your score and see if you can do better next time – Good luck.

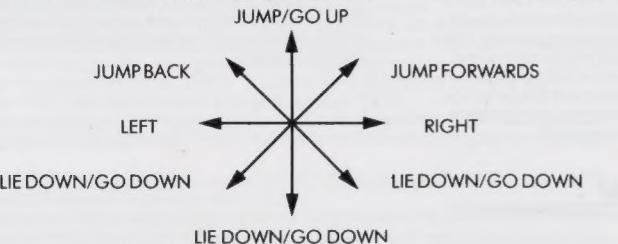5

GREEN BERET

THE GAME
RESCUE THE CAPTIVES!
You are THE GREEN BERET, a highly trained combat machine. Your mission; infiltrate all four enemy Strategic Defence Installations – you are alone, against immeasurable odds, have you the skill and stamina to succeed?

CONTROLS
The program is controlled by either joystick or keyboard which is redifinable. Most types of interface are compatable and on screen instructions indicate the correct procedure.

JOYSTICK
The Green Beret is moved as follows using a combination of up, down, left and right.

```
                JUMP/GO UP

  JUMP BACK                 JUMP FORWARDS

    LEFT                         RIGHT

LIE DOWN/GO DOWN         LIE DOWN/GO DOWN

              LIE DOWN/GO DOWN
```

Fire Button – KNIFE FUNCTION
With keyboard control a separate key is defined as "Shoot". With Joystick this feature is activated by pressing any key on the keyboard (with the exception of the top row).

PLAYING
RED ALERT!
Use the platforms and ladders to advance through four defence stages:-
Missile Base; Harbour; Bridge and Prison Camp. Use your knife to attack the defenders who will jump, kick, shoot and bite! to stop you.
Watch your step – you may become a human "Mine Detector". Dodge the bullets missiles and mortar attacks along the way. Collect your weapons systems by killing the commandant.

Weapons are: Flame Thrower, Grenade, Rocket Launcher.
Beware! At the end of each stage the enemy will launch a major offensive using all the means at their disposal.

STATUS AND SCORING
On screen information show current score and lives remaining at the top left of the screen and high-score and current stage at the top right.
Any weapons that you may be carrying are graphically displayed at the bottom left of the screen. You begin your mission with three lives and gain bonus lives at 30,000 points and every 70,000 points thereafter.

HINTS AND TIPS
- Avoid the bullets/missiles by lying down or jumping.
- Weapons can be used to destroy more than just the enemy.
- Keep moving or you may have a lot of company.
- Try to save weapons for the end of each stage.
- Watch the skies!

GREEN BERET
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Program and graphics design by Jonathan Smith.
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Produced by D. C. Ward.

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MIKIE

Help Mikie get the message to his Girlfriend. Join him in high-jumps at school and outwit the Teacher, Maniac Janitor and Chef. Loads of fun and excitement in this computer arcade game!

THE GAME
Move Mikie through the school by collecting all the hearts in each section (Classroom, locker room, canteen, gymnazium and finally in the schoolyard.
Each heart collected represents a letter in Mikie's message to his girlfriend at the top of the screen and when the message is complete he can move on to the next area.
There are two types of hearts to collect
(1) Single hearts – To be found on the floor and under stools. To collect these you must walk over them. (You can bump your classmates off their seats to obtain the hearts with "HIP-ZAP").
(2) Triple hearts – Placed inside lockers and on the top of tables. To collect these, face the hearts and press "SHOUT" (FIRE) three times. N.B. Flashing hearts give bonus points.
When the message is complete and the bell rings Mikie can move on through the door marked "OUT".
Now you must negotiate the hallway which is full of doors and surprises and find the right entrance marked "IN" to continue. You have five lives to begin, but be careful as you are constantly being hassled by those in charge, the Teachers, Chef and Maniac Janitor who get very annoyed when they can't catch you!

CONTROLS
The game is controlled by joystick or keyboard (which is redefinable) and the direction controls reproduce UP, DOWN, LEFT and RIGHT. Follow on-screen instructions for guidance.
Fire Button = SHOUT
Fire plus Direction = ZAP CONTROL
i.e. for HIP-ZAPPING a school mate stand either to the left or right facing the stool and press the direction and fire together. Kissing is automatic!

STATUS and SCORING
On-screen scoring shows current score, lives, message status and what room you are in. High-score is displayed at the end of the game.

Hearts 200 points	Bonus hearts 1000 points
Hip-Zap 600 points	Kissing 100 points
Chicken/Ball throw 200 points	Door-Trap 100 points
2000 Bonus points for each room completed.	

Mystery bonuses too numerous (can you find them?).

PLAYING HINTS
You can stun your pursuer by taking Chickens or Basket Balls and throwing them (in the appropriate screens).
You may become "Stunned" by kissing the dancing girls or from the Traps which lie behind some of the doors in the hallway.
Watch out for the Teacher, if he gets really mad he might throw his false teeth at you!
On the 5th screen, in the schoolyard, you finally catch up with your girlfriend and deliver the message. O.K.
You can pause for breath in the classroom by sitting on a vacant stool...but not too long!
GOOD LUCK!

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Produced by D.C. Ward.
Designed and written by Jonathan Smith
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PING PONG

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The Game

Ping Pong is a realistic simulation of table tennis for one or two players.
The screen displays a three dimensional view from above a ping pong table with the players depicted as bats.
The game can be played at five different skill levels either against the computer, or another player.

Controls

The game is controlled by joystick or keyboard (which is redefinable).
The player is first offered the option of a single or two player game.

One Player
The player has the following options.
Keyboard
Kempston Joystick
Sinclair Interface 2
Cursor Joystick

Two Player
This is the same for one player, but with the following options.
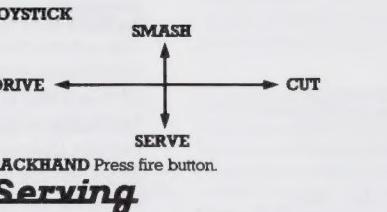Keyboard v Keyboard [Players use different keys]
Keyboard v Joystick [Any of the joysticks listed above]
Joystick v Joystick [Sinclair Interface 2 only]

KEYBOARD

SERVE	– Enter
BACKHAND	– X
SMASH	– H
CUT	– N
DRIVE	– B

JOYSTICK

```
            SMASH
             |
             |
DRIVE -------+------- CUT
             |
             |
           SERVE
```

BACKHAND Press fire button.

Serving

Toss up the ball for the serve by using the serve control.
Move joystick left or right to serve with drive or cut respectively. You may serve backhand by holding down the firebutton and have seven seconds in which to make your serve.
If you do not serve before the countdown reaches zero, the ball will be dropped on the floor.

Status and Scoring

The Scoreboard
In a two player game the scoreboard is displayed after each game. It shows the points won by each player for each game.

```
  1 →  ┌──────────────┐  ← 4
        │              │
  2 →  │              │  ← 6
        └──────────────┘
  5
```
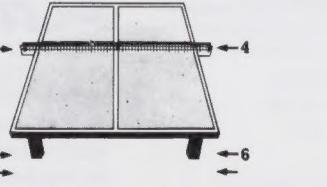
Indicator 1 shows judge's calls on player one's shots. Shots will be called as OUT or NET.
Indicator 2 shows player one's present game points.
Indicator 3 shows the current level, from 1 to 5.
Indicator 4 shows the calls on player two.
Indicator 5 displays the time left to serve.
Indicator 6 shows player two's present game points.

Entering your name on the High Score Table
Select the desired letter by moving left or right and press the fire to make your selection.
A score of ten points is awarded each time a

player manages to hit the ball. 500 points are awarded for a successful, point-winning smash.
At the end of each level, 1000 points are awarded for each point of the winning margin, as a bonus.
Both player's scores and the highscore are displayed at the top of the screen. If a player's score is large enough he will be given the opportunity to enter his name in the high score table at the end of his game.

Playing

Each game is played to 11 points. The winner is the first to reach 11, however he must win by at least two clear points unless the score reaches 15, in which case the game will terminate.
The service changes after every five points, however if a tie score of 10-10 is reached the service changes after every point from then on.
If a two player game is being played then a match of three games is played. The first player to win two games wins the match.
In a one player game if the player wins then a new game is started on the next highest difficulty level.

Hints and Tips

When To Use Each Shot Type
Smash – This is a superfast shot used to return 'floaters'. Floaters will make a distinctive sound.
Drive – This is a fast shot normally used to return the ball.
Cut – This is a slow shot which can be used to interfere with your opponent's timing.
Forehand or Backhand – Switching back and forth from backhand to forehand is effective when your opponent tries to catch you on your undefended side or when you want to force your opponent to move right or left.
The direction in which the ball is returned depends on the timing with which you hit it back.

Ping Pong Terminology

In – The serve or return is good.
Out – The serve or return is bad.
Net – A served ball hits the net and is OUT.
Deuce – A tie score at 10 and above.
Love All – Score is 0-0 at the start of the match.

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NEMESIS

NEMESIS

The Planet Nemesis, a peaceful Earth-like world, is now under an all-out space attack from its old enemies, beings from the sub-space star cluster of Bacterion. The people of Nemesis are in danger of being completely destroyed by the amoeboid Bacterions.
To save them, you have just launched the prototype hyper-space fighter, the Warp Rattler. The entire galaxy awaits your duel to the death with the evil Bacterions.
Your objective is the Bacterion superfortress, Xaerous. To reach this, you must steal the enemy power capsules along your route and boost the Warp Rattler's hyper-powers.
You are the last hope for the gentle people of Nemesis! You will need all your courage and concentration to win. Get ready to blast off!!

HOW TO PLAY

Enemy craft will keep attacking your ship. You need to repel these attacks to progress on to the next stage. Besides these regular attacks, in each stage you will be confronted by a major enemy alien creature, if you can destroy this enemy you can pass on to the next stage.
The Warp Rattler is fast, but its armament is not enough to meet the enemy's attacks. You must get regular boosts from the enemy capsules to increase your supply of weapons.

CONTROLLING THE WARP RATTLER

The game can be played with Kempston, Protek and Sinclair joysticks or redefinable keyboard.
Keyboard controls: Left=I, Right=O, Up=Q, Down=A, Fire=N, Select weapon=B
Joystick controls: Left, Right, Up, Down, Fire, Select weapon = B
Press S to Start, 1 to Quit.
PLEASE NOTE: SPECTRUM 128 + 2 OWNERS. This game is only compatible with a Kempston Joystick Interface. However, it is not guaranteed that the game will be playable with Joystick when using the earlier versions of the Kempston Interface.

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JACKAL

JACKAL

So, you've decided to have a shot?
You're mad! (But then some of the greatest figures in history have been mad).
A recent surprise attack from the enemy caught us unawares and they got away with rather too many of our troops. We know those men are being held in huts inside the enemy camps. And we know it's virtually impossible to get them out.
So, we're sending some of our toughest lads – Bob, Grey, Quint, and Deckar – behind enemy lines to see what they can do. The plan - codename JACKAL – is to round up the men and drop them off at various locations. They will then be picked up by helicopter.
They won't get any help, unless they chance upon extra weapons in the prison huts, but they'll certainly get plenty of hindrance.
If they manage all that, they're to go on and launch a solo attack on enemy headquarters.
No-one expects them to survive. What do you think? Got any smart ideas?
If you have, don't waste any more time. Got to it!

CONTROLS

The game can be played with Kempston, Protek and Sinclair joysticks, or redefinable keyboard.
Keyboard Controls: Left=Z, Right=X, Up=+, Down=?, Fire=Space Bar
Joystick Controls: Left, Right, Up, Down, Fire. Press P to Pause, Q to Quit.

WEAPONS SELECTION

To Fire Machine Gun, press FIRE key repeatedly. To Fire Grenade, Short Range Missile, Long Range Missile and Starburst Missile, hold down FIRE key.
The Missiles are automatically selected when "POW(ER) UP" sign appears on screen after certain huts have been attacked and single occupant rescued.
©Konami

SHAO LIN'S ROAD

SHAO-LINS ROAD
As our Hero Lee you have finally mastered the secet martial art, "Chin's Shao-Lin." You find yourself trapped in the temple by hoards of Triads. Using your kicking skills and magic powers you must fight off the Triads and get out of the temple and head for the road to freedom. At each step of your way on your road to freedom you will encounter more and more of the Triads, and at each stage you will discover one that is particularly skillful! Look out for flying kicks, breathing flame, and punches that come clear out of nowhere!

CONTROLS
Your control of Lee allows you to kick, jump over opponents, jump up and down levels, and to use various magic skills you can acquire during the game. Killing some of your opponents will result in a ball of energy being shot across the playing area — successfully catch this ball and you will temporarily possess one of several magic powers. Using the KICK button whilst you possess the power will fire the magic at your opponents.

KEYBOARD
On each version you will be given the option to define which keys you wish to press to be able to control Lee's movements and fighting.

JOYSTICK
This version is compatible with the following interfaces: Kempston, Sinclair, and any supporting the cursor key usage.

ACKNOWLEDGEMENTS:
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(C)Konami

JAIL BREAK

JAIL BREAK
Emergency! Jail Break!! Emergency!!!
The Warden has been taken hostage — Rescue him!!
Protect the citizens from escaped prisoners.
1. Guide the policeman along the street, shooting the convicts with your pistol.
2. When you rescue the hostages you will get extra weapons; however, if you miss your aim and shoot any of the hostages your additional weapons will be lost.

EXTRA WEAPONS
ROCKET GUN destroy barriers and cars with the rocket gun.
TEAR GAS BOMB Attack prisoners in the buildings with tear gas bombs.

POINTS FOR FREEING THE HOSTAGES
Trash Van	400
Man	500
Woman	1000
Child	2000
Woman in the Window	5000
Warden	50000

CONTROLLING THE ACTION
The action can be controlled either with a joystick or from the keyboard on your computer.
Joystick Control: Up, Down, left, right, fire.
Keyboard Control: Q=Left, W=Right, I=Up, J=Down, O=Fire
Press SPACE to select extra weapon.

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KONAMI'S ARCADE COLLECTION

LOADING
CPC 464
Place the rewound cassette in the cassette deck type RUN'' and then press ENTER key. Follow the instructions as they appear on screen. If there is a disk drive attached then type | TAPE then press ENTER key. Then type RUN'' and press ENTER key, follow the instructions as they appear on screen.

(The | symbol is obtained by holding shift and pressing the @ key.)

N.B. If there is more than one title on either side of the cassette always stop the tape when the first game has loaded. To load subsequent games reset the machine and follow previous loading instructions. It is advisable to ensure that the tape counter is set to zero at the start of the tape so that the position of the games can be noted for future use.

CPC 664 and 6128
Connect a suitable tape recorder ensuring that the correct leads are attached as difined in the User Instruction Booklet. Place the rewound tape
in the cassette recorder and type |TAPE then press ENTER key. Then type RUN'' and press ENTER key, follow the instructions as they appear on screen.

N.B. If there is more than one title on either side of the cassette always stop the tape when the first game has loaded. To load subsequent games reset the machine and follow previous instructions. It is advisable to ensure that the tape counter is set to zero at the start of the tape so that the position of the games can be noted for future use.

DISK
Insert the program disk into the drive with the A side facing upwards.
Type | DISC and press ENTER to make sure the machine can access the disk drive. Now type | CPM and press ENTER the game will now load automatically, follow the instructions as they appear on screen.

YIE AR KUNG FU

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THE GAME

Yie Ar Kung-Fu is a test of skill development in the traditional Martial Arts. It features Oolong in his attempt to become a Grandmaster in the ancient skills in honour of his father, a kung-fu master before him.

Your ultimate goal is to become a grand-master but to achieve this you must defeat a variety of opponents each more deadly than the last. They are armed with differing skills and weapons and must be overcome with a combination of 10 different attack moves.

The controls are by means of joystick or keyboard (which is user definable) and the game has a one or two player option.

The fun and excitement of Kung-Fu is about to begin as you face your foe. Your honourable opponents are...
BUCHU – A huge kung-fu fighter who can attack by flying through the air.
STAR – A beautiful girl warrior who is expert at throwing deadly stars or SHURIKEN.
NUNCHA – Master of the NUNCHAKU – beware his reach.
POLE – Attacks with the ancient rod or BO.
CLUB – ...This fighter is armed with a shield to deflect your blows and a club to strike back.
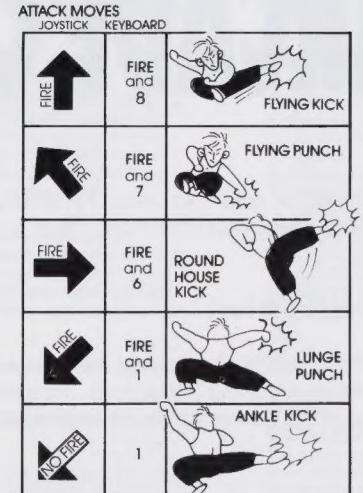SWORD – Sword.carrying opponent, a firesome and deadly foe.
TONFUN – Skilled in the art of fighting with flailing sticks or TONFA.
BLUES – The Kung-Fu master himself, has all the skills and moves of Oolong, but faster. If you can win this final battle you truly will become a Grand Master.

CONTROLS

Oolong is controlled as follows:
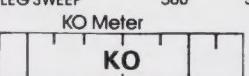Joystick control plus FIRE button creates some of the attack moves. SPACE bar switches between KICK and PUNCH.

ESCAPE – Pause
ESC then SHIFT – Restart
ESC then DEL – Return to Menu
ESC then SPACE – Music ON/OFF

ATTACK MOVES

JOYSTICK	KEYBOARD	
FIRE	FIRE and 8	FLYING KICK
FIRE	FIRE and 7	FLYING PUNCH
FIRE	FIRE and 6	ROUND HOUSE KICK
FIRE	FIRE and 1	LUNGE PUNCH
FIRE	1	ANKLE KICK

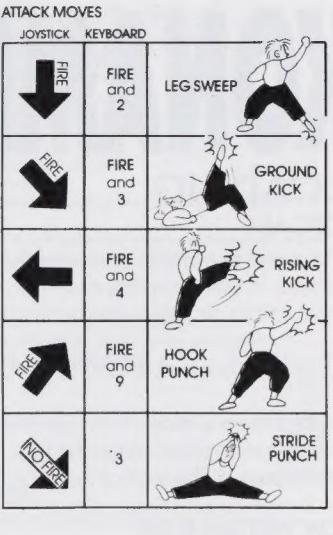| | FIRE and 2 | LEG SWEEP |
FIRE	FIRE and 3	GROUND KICK
FIRE	FIRE and 4	RISING KICK
FIRE	FIRE and 9	HOOK PUNCH
NO FIRE	3	STRIDE PUNCH

STATUS and SCORING

On screen scoring indicates your current score the high score number of lives you have remaining. Bonus life is awarded at 20,000 points and the score for each move is as follows.

FLYING KICK	2000	GROUND KICK	1000
FLYING PUNCH	2000	RISING KICK	500
ROUND HOUSE KICK	1500	HOOK PUNCH	1500
LUNGE PUNCH	500	ANKLE KICK	1500
LEG SWEEP	500	STRIDE PUNCH	1500

KO Meter

	KO		

When KO meter reaches 0 player is knocked out

The attack moves are illustrated above and the KO meters for you and your opponent indicate the state of play at each level. You have 5 lives to begin your task...GOOD LUCK!

JOYSTICK

KEYBOARD
Keyboard controls in default are as follows (but can be redefined):
LEFT – 4   JUMP RIGHT – 9
RIGHT – 6   JUMP LEFT – 7
JUMP UP – 8   FIRE – Ø
DUCK – 2

HINTS and TIPS

* Seek and attack each opponent's weak point.
* Remember Oolong can jump over his foes and put them offguard.
* Try hit and run tactics and keep your distance from armed opponents.

YIE AR KUNG FU

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YIE AR KUNG FU II

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THE GAME

It was just twenty years ago that LEE, the Kung Fu master, wiped out the dastardly Chop Suey Gang. But . . . one member of the gang managed to survive – YEN PEI. YEN PEI now calls himself the Yie Gah Emperor, and with his seven warlords and their retainers, he has extended his evil influence throughout China. LEE's son, LEE YOUNG, has come forth to meet this evil emperor.

To the deadly killing arts of Kung Fu which he learned from his father, he has added his own special techniques, based on OO-LONG TEA POWER and CHOW MEIN NOODLE POWER!!

Help LEE YOUNG to use his Kung Fu against the Yie Gah Emperor!!

HOW TO PLAY

The game may be played alone or by two people simultaneously.

You control the action with either your computer keyboard or with a joystick. First use the keyboard to select either joystick or keyboard control. Then use the keyboard to select one or two players. The game will then begin automatically. You begin the game with three "LEE'S". If you score 20,000 points then you get an additional "LEE" after 50,000 points you get one more "LEE".

If one of your techniques connects with your opponent, in addition to you scoring points, his energy level, or Ki will diminish. When your opponent's Ki is all gone, you have defeated him!

If an opponents technique is effective on your LEE, LEE loses part of his own energy or Ki.

When one LEE loses all his energy, he is OUT.

The game begins with an attack of a squadron of midget fighters. Try to move to the left of your screen while defeating them. Four scenes await you, each with its own evil warlord ready to finish LEE off.

TWO PLAYERS SIMULTANEOUSLY:

Player one is LEE YOUNG
Player two is LEE's opponent.
Select from: IRON PIGTAIL   FAN FIGHTER   POISON GAS WARRIOR

The game will begin automatically after selecting your opponent.

The best two out of three matches wins; the first player to win two matches is the champ.
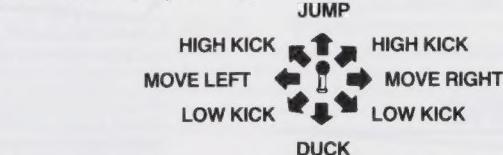
CONTROLS
KEYBOARD
PLAYER 1

			PLAYER 2	
↑ – UP	← – LEFT		W – UP	
↓ – DOWN	COPY – FIRE		X – DOWN A	– LEFT
→ – RIGHT	H – PAUSE		D – RIGHT F	– FIRE
			ESCAPE – ABORT GAME	

JOYSTICK (Player 1 only)

JUMP
HIGH KICK   HIGH KICK
MOVE LEFT   MOVE RIGHT
LOW KICK   LOW KICK
DUCK

Pressing FIRE while Lee is in the middle of his jump will execute a flying side kick. Pressing FIRE while Lee is stationary will execute a punch.

IMPROVE YOUR FIGHTING TECHNIQUES

OO-LONG TEA POWER: If you knock out a complete formation of three midget attackers, you get one tea leaf. If you can get five tea leaves, this is enough for a cup of Oo-Long tea. Once you have enough for a cup of tea, if you press the T key while the game is in progress, you will get a new supply of energy. You can have up to three cups of Oo-Long tea in any one game.

CHOW MEIN NOODLE POWER: Somewhere in the background of each scene is a bowl of Chow Mein which you can get after making an attack. If you can find the Chow Mein noodles, this will make you invincible for a few valuable seconds. After eating the Chow Mein noodles immunity to attack is indicated by the boarder turning blue.

SCORING

Effective technique	300 points
Fan, poison gas, Boomerang, short sword, hand grenade	100 points
Mask	1000 points
Midget attackers	100 points
Winning without being injured	5000 points
Energy remaining at end	***Bonus Points***

CREDITS

HYPER SPORTS

PLAYING

Pit your skills and agility against the computer and the clock – in order to progress to the next event you must qualify, i.e. achieve game – scoring hints are as follows.

SWIMMING

Your swimming speed is determined by continuous left/right controls, but remember in order to swim you must breathe so wait for the prompt and then press the fire button. If you breathe at the wrong time you'll swallow water and if you forget to breathe you'll gradually slow and stop.
Your opponents have different swimming skills and are controlled by the computer if you can beat them all you're on the way to becoming a true champion.

SKEET SHOOTING

Computer controlled sights home in on the skeet and marksmanship depends on fast reaction on the left/right controls. Good shooting gives bonus skeets with higher points

but as your skeeting improves the rate hots up! Good shooting.

LONG HORSE

Now test your ability as a gymnast – You automatically start your run up to the springboard, picking up speed on your approach, once on the board press the fire key to spring on to the horse and again to somersault into your routine. The distance and number of somersaults achieved determines the score. The left and right keys control you during this event.

ARCHERY

The target moves across your field and you must judge wind speed and the angle of your shot to hit bullseye. First press the fire button for wind speed/direction, then press fire again to shoot one of your eight arrows at the passing target. (Keeping the fire button pressed increases the height of the arrow).
Hint
Try to get as close to 5° angle as possible.

TRIPLE JUMP

Co-ordination is the key to success in this event, approach speed is controlled by pressing the left and right key in quick succession, press the fire button as close to the take off line as possible. For each part of the jump keep the fire button pressed to increase the angle of the trajectory and release as close to 45° as possible.

Your score is a combination of the correct speed, angle and distance.

WEIGHT LIFTING

Now for the final test – a test of strength and stamina. Select the weight, by pressing the fire button. Once the weight has been decided press the return key to start. Then use the left/right controls to increase the weight lifters power, press the fire button when weight flashes to give the powerlift. Continue with power until all three judges acknowledge the feat, your points score is based on weight.

HIGH SCORE TABLE – After inserting your name press e key to restart. Use r key to delete.

Congratulations you've completed all of the events but wait, the excitement doesn't end there your are now invited to complete another circuit, you will notice however, that each time that you complete a round it becomes decidedly harder.

GOOD LUCK!

HYPER SPORTS

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GREEN BERET

THE GAME
RESCUE THE CAPTIVES!
You are THE GREEN BERET, a highly trained combat machine. Your mission; infiltrate all four enemy Strategic Defence Installations – you are alone, against immeasurable odds, have you the skill and stamina to succeed?

CONTROLS
The program is controlled by joystick and keyboard which is redefinable.
JOYSTICK
(PRESS FIRE TO ACTIVATE JOYSTICK MODE)
The Green Beret is moved as follows using a combination of up, down, left and right.

	JUMP/GO UP	
GO UP/JUMP BACK		JUMP FORWARDS/GO UP
LEFT		RIGHT
LIE DOWN/GO DOWN		LIE DOWN/GO DOWN
	LIE DOWN/GO DOWN	

Fire Button – KNIFE FUNCTION
Space – SHOOT

KEYBOARD
(PRESS ESC TO ACTIVATE)
Keys may be defined from main menu to suit.
Default keys are:
Z – UP   SPACE – KNIFE
W – DOWN   ENTER – SHOOT
O – LEFT
P – RIGHT

While playing pause mode can be obtained by pressing ESC (Flashing P in bottom right hand screen will indicate). When in pause mode press DEL to quit game of any other key to continue play.
PLAYING
RED ALERT!
Use the platforms and ladders to advance through four defence stages:-
Missile Base; Harbour; Bridge and Prison Camp. Use your knife to attack the defenders who will jump, kick and shoot to stop you.

Watch your step – you may become a human "Mine Detector". Dodge the bullets missiles and mortar attacks along the way. Collect your weapons systems by killing the Commandant (in blue). Weapons are:
Grenade   Rocket Launcher   Flame Thrower
Beware! At the end of each stage the enemy will launch a major offensive using all the means at their disposal. . .

STATUS AND SCORING
At the top of the screen is your score, the current high-score and the stage you are currently on. Lives are deployed graphically below this and any weapons you may happen to have will be shown at the bottom of the screen. Extra lives are awarded every 20,000 points and at the end of each stage up to a total of 8 lives. Upon completion of a stage, you will also be given an extra 3,000 points and 6,000 for completing the prison camp stage.

HINTS AND TIPS
● Avoid the bullets by lying down and the grenades by jumping.
● Try to save weapons for the end of each stage.
● It is easier to knife people whilst standing still.
● Use your weapons tactically.

GREEN BERET

15

MIKIE

Help Mikie get the message to his girlfriend, join him in high jinx at school and outwit the teacher, maniac janitor and chef, loads of fun and excitement in this computer arcade game.

THE GAME

Move Mikie through the school by collecting all of the hearts in each section (classroom, locker room, canteen, gymnasium and finally in the school yard).

Each heart collected represents a letter in Mikie's message to his girlfriend at the top of the screen and when the message is complete he can move onto the next area. There are two types of heart to collect:

(1) Single hearts – to be found on the floor and under stools, to collect these you must walk over them (you can jump your classmates off their seats to obtain the hearts with the "hip-zap").

(2) Triple hearts placed inside lockers and on the tops of tables, to collect these face the heart and press "shout" three times.

N.B. Flashing hearts give bonus points.
When the message is completed and the bell rings Mikie can move on through the door marked "out", now you must negotiate the hallway which is full of doors and surprises and find the right entrance marked "in", to continue. You have five lives to begin but be careful as you are constantly being hassled by those in charge, teachers, chef and maniac janitor who get very annoyed when they can't catch you!
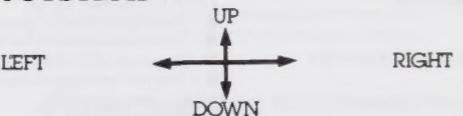
CONTROLS

The game is controlled by either joystick or keyboard. The direction controlled reproduce

left, right, up and down and fire.

KEYBOARD (CURSOR KEYS)

LEFT   = ←
RIGHT   = →
UP   = →
DOWN   = →
ENTER = SHOUT
"P"   = PAUSE
"P"   AGAIN TO RELEASE FROM PAUSE.

JOYSTICK

```
              UP

LEFT  ←———————┼———————→  RIGHT

             DOWN
```

FIRE PLUS DIRECTION – HIP-ZAP ENTER SHOUT. i.e. for hip-zapping a schoolmate stand either to the left or right facing the stool and press the direction and fire together. Kissing is automatic.

STATUS and SCORING

On screen scoring shows current score, lives, and message status. A high score is displayed at the end of each game except for when the game is first loaded.

HEARTS   = 400 POINTS
KISSING   = 100 POINTS
DOOR TRAP = 100 POINTS
1000 BONUS POINTS FOR EACH ROOM COMPLETED.

PLAYING HINTS

You can stun your pursuer by taking chickens or basketballs and throwing them (in the

appropriate screen) at your assailant.
You may become "stunned" by kissing the dancing girls or from the traps which lay behind some of the doors in the hallway, watchout for the teacher if he gets really mad he might throw his false teeth at you. On the fifth screen in the school yard you finally catch up with your girlfriend and deliver the message O.K.
You can pause for breath in the classroom by sitting on a vacant stool but not for too long.

GOOD LUCK!

PING PONG

THE GAME

Ping Pong is a realistic simulation of table tennis for one or two players.
The screen displays a three dimensional view from above a ping pong table with the players depicted as dismembered hands holding the bats.
The game can be played at five different skill levels either against the computer, or another player.
ENTER key. Follow then instructions as they appear on the screen.
DISK – Insert the game disk into the disk drive. Now type DISK and press ENTER to make sure the machine can access the disk drive. Now type RUN"PING" and press ENTER. The game will now load automatically.

CONTROLS

The game may be played by either one or two players.
To start a one player game: Press 1 on the keyboard or FIRE on joystick 1.
To start a two player game: Press 2 on the keyboard or FIRE on joystick 2.
To select the difficulty level position the arrow by moving joystick 1 left or right. Press FIRE to make your selection. Difficulty levels affect the speed of the ball and (in a one player game) the cunningness of your opponent.

JOYSTICK

```
                   SMASH          CUT
                                  OR
     DRIVE  ←——————————┼——————————→  SPIN
```
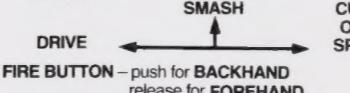
FIRE BUTTON – push for **BACKHAND**. release for **FOREHAND**.

SERVING

Position racquet for serving by moving the joystick left or right. Next toss up the ball for the serve by moving the joystick up. Move joystick left or right to serve with drive or cut respectively. You may serve backhand by holding down the fire button.
You have seven seconds in which to make your serve. If you do not serve before the countdown reaches zero, the ball will be dropped on the floor.

PLAYING

Each game is played to 11 points. The winner is the first to reach 11, however he must win by at least two clear points unless the score reaches 15, in which case the game will terminate.
The service changes after every five points scored, however if a tie score of 11-11 is reached the service changes after every point from then on.
If a two player game is being played then a match of three games is played. The first player to win two games wins the match. After each game the players change courts.
In a one player game if the player wins then a new game is started on the next highest difficulty level.

STATUS & SCORING

In a two player game the scoreboard is displayed after each game. It shows the points won by each player for each game.

Above diagram shows where various indicators appear on screen.

Indicator 1 shows judge's calls on player one's shots. Shots will be called as IN, OUT or NET.
Indicator 2 shows player one's present game points.
Indicator 3 shows which court player one is on. If this indicator is positioned above the score indicator, it refers to the far court. If it is below the score indicator it refers to the near court.
Indicator 4 shows the calls on player two.
Indicator 5 shows player two's court.
Indicator 6 shows player two's present game points.

Entering your name in the high score table
Select the desired letter by moving the appropriate joystick left or right, and press fire to make your selection.
A score of ten points is awarded each time a player manages to hit the ball. Both player's scores and the

highscore are displayed at the top of the screen. If a player's score is large enough he will be given the opportunity to enter his name in the high score table at the end of his game.

HINTS & TIPS

When To Use Each Shot Type
Smash – This is a superfast shot used to return 'floaters'. Floaters will make a distinctive sound.
Drive – This is a fast shot normally used to return the ball.
Cut – This is a slow shot which can be used to interfere with your opponent's timing.
Forehand or Backhand – Switching back and forth from backhand to forehand is effective when your opponent tries to catch you on your undefended side or when you want to force your opponent to move right or left.
The direction in which the ball is returned depends on the timing with which you hit it back.

Ping Pong Terminology
In – The serve or return is good.
Out – The serve or return is bad.
Net – A served ball hits the net and is OUT.
Duce – A tie score at 11 and above.
Love All – Score is 0-0 at the start of the match.
Change Courts – Players change sides.
Game Set – Match is over.

NEMESIS

The Planet Nemesis, a peaceful Earth-like world, is now under an all-out space attack from its old enemies, beings from the sub-space star cluster of Bacterion. The people of Nemesis are in danger of being completely destroyed by the amoeboid Bacterions.

To save them, you have just launched the prototype hyper-space fighter, the Warp Rattler. The entire galaxy awaits your duel to the death with the evil Bacterions.

Your objective is the Bacterion superfortress, Xaerous. To reach this, you must steal the enemy power capsules along your route and boost the Warp Rattler's hyper-powers.

You are the last hope for the gentle people of Nemesis! You will need all your courage and concentration to win. Get ready to blast off!!

HOW TO PLAY
Enemy craft will keep attacking your ship. You need to repel these attacks to progress on to the next stage. Besides these regular attacks, in each stage you will be confronted by a major enemy alien creature, if you can destroy this enemy you can pass on to the next stage.

The Warp Rattler is fast, but is armament is not enough to meet the enemy's attacks. You mush get regular boosts from the enemy capsules to increase your supply of weapons.

CONTROLLING THE WARP RATTLER
Keyboard controls: Left=Z, Right=X, Up=+, Down=?, Fire=Space Bar
Select weapon=Return
Joystick controls: Left, Right, Up. Down, Fire, Select weapon=Return
Press Fire to Start, Q to Quit.

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JAIL BREAK

Emergency! Jail Break!! Emergency!!!
The Warden has been taken hostage — Rescue him!!
Protect the citizens from escaped prisoners.
1. Guide the policeman along the street, shooting the convicts with your pistol.
2. When you rescue the hostages you will get extra weapons; however, if you miss your aim and shoot any of the hostages your additional weapons will be lost.

EXTRA WEAPONS
ROCKET GUN destroy barriers and cars with the rocket gun.
TEAR GAS BOMB Attack prisoners in the buildings with tear gas bombs.

POINTS FOR FREEING THE HOSTAGES
Trash Van	400
Man	500
Woman	1000
Child	2000
Woman in the Window	5000
Warden	50000

CONTROLLING THE ACTION
The action can be controlled either with a joystick or from the keyboard on your computer.
Joystick Control: Up, Down, left, right, fire.
Keyboard Control: z=Left, x=Right, /=Down, Ä=Up, Enter=Fire
Press SPACE to select extra weapon.

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SHAOLIN'S ROAD

As our Hero Lee you have finally mastered the secet martial art, "Chin's Shao-Lin." You find yourself trapped in the temple by hoards of Triads. Using your kicking skills and magic powers you must fight off the Triads and get out of the temple and head for the road to freedom. At each step of your way on your road to freedom you will encounter more and more of the Triads, and at each stage you will discover one that is particularly skillful! Look out for flying kicks, breathing flame, and punches that come clear out of nowhere!

CONTROLS
Your control of Lee allows you to kick, jump over opponents, jump up and down levels, and to use various magic skills you can acquire during the game. Killing some of your opponents will result in a ball of energy being shot across the playing area — successfully catch this ball and you will temporarily possess one of several magic powers. Using the KICK button whilst you possess the power will fire the magic at your opponents.

KEYBOARD
On each version you will be given the option to define which keys you wish to press to be able to control Lee's movements and fighting.

JOYSTICK
Use the joystick in the port in the ususal manner.

ACKNOWLEDGEMENTS:

JACKAL

So, you've decided to have a shot?
You're mad! (But then some of the greatest figures in history have been mad). A recent surprise attack from the enemy caught us unawares and they got away with rather too many of our troops. We know those men are being held in huts inside the enemy camps. And we know it's virtually impossible to get them out.

So, we're sending some of our toughest lads — Bob, Grey, Quint, and Deckar — behind enemy lines to see what they can do. The plan - codename JACKAL — is to round up the men and drop them off at various locations. They will then be picked up by helicopter.

They won't get any help, unless they chance upon extra weapons in the prison huts, but they'll certainly get plenty of hindrance.

If they manage all that, they're to go on and launch a solo attack on enemy headquarters.

No-one expects them to survive. What do you think? Got any smart ideas? If you have, don't waste any more time. Got to it!

CONTROLS
The game can be played with Kempston, Protek and Sinclair joysticks, or redefinable keyboard.
Keyboard controls: Left=Z, Right=X, Up=K, Down=M, Fire=L
Joystick Controls: Left, Right, Up, Down, Fire. Press P to Pause, 1 to Quit.

WEAPONS SELECTION
To Fire Machine Gun, press FIRE key repeatedly. To Fire Grenade, Short Range Missile, Long Range Missile and Starburst Missile, hold down FIRE key. The Missiles are automatically selected when "POW(ER) UP" sign appears on screen after certain huts have been attacked and single occupant rescued.

KONAMI'S ARCADE COLLECTION

LOADING

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it it rewound to the beginning. Ensure that all leads are connected. Press the SHIFT key and the RUN/STOP simultaneously. Follow the screen instruction — PRESS the SHIFT PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction. Follow the instructions as they appear on screen. Ensure that all peripherals are removed.

N.B. If there is more than one title on either side of the cassette always stop the tape when the first game has loaded. To load subsequent games reset the machine and follow previous loading instructions. It is advisable to ensure that the tape counter is set to zero at the start of the tape so that the position of the games can be noted for future use.

DISK

Select 64 mode. Turn on the disk drive insert the program into the drive with the label facing upwards type LOAD " *",8,1 (RETURN) the introductory screen will appear and the program will then load automatically. Follow the instructions as they appear on screen.

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THE GAME

Yie Ar Kung-Fu is a test of skill development in the traditional Martial Arts. It features Oolong in his attempt to become a Grandmaster in the ancient skills in honour of his father, a kung-fu master before him

Your ultimate goal is to become a grand-master but to achieve this you must defeat a variety of opponents each more deadly than the last. They are armed with differing skills and weapons and must be overcome with a combination of 16 different attack moves

The controls are by means of joystick or keyboard (which is user definable) and the game has a one or two player option

The fun and excitement of Kung-Fu is about to begin as you face your foe. Your honourable opponents are

BUCHU – A huge kung-fu fighter who can attack by flying through the air

STAR – A beautiful girl warrior who is expert at throwing deadly stars or SHURIKEN

NUNCHA – Master of the NUNCHAKU – beware his reach

POLE – Attacks with the ancient rod or BO

CLUB – ...This fighter is armed with a shield to deflect your blows and a club to strike back.

FAN – Another female adversary, this time an exponent of the NINJAFAN

SWORD – Sword carrying opponant, a firesome and deadly foe

TONFUN – Skilled in the art of fighting with flailing sticks or TONFA

BLUES – The Kung-Fu master himself, has all the skills and moves of Oolong, but faster. If you can win this final battle you truly will become a Grand Master.

CONTROLS

Oolong is controlled as follows
Joystick control plus FIRE button creates the attack moves. SPACE bar switches between KICK and PUNCH

F1 – Pause	F3 – Restart
F5 – Return to Menu (in Pause)	F7 – Music ON/OFF

JOYSTICK

KEYBOARD

Key controls without the FIRE key pressed emulate the joystick controls. The keyboard control substitutes are indicated on each move as the KEY LETTER, but can be redefined if required. The S key represents FIRE

STATUS and SCORING

On screen scoring indicates your current score the high score number of lives you have remaining. Bonus life is awarded at 20,000 points and the score for each move is as follows

FLYING KICK	2000	ANKLE PUNCH	1500
FLYING PUNCH	2000	STRIDE PUNCH	1500
ROUND HOUSE KICK	500	LEAPING PUNCH	1500
LUNGE PUNCH	500	LUNGE PUNCH	1000
LEG SWEEP	500	FACE PUNCH	500
GROUND KICK	1000	ANKLE PUNCH	1000
RISING KICK	1500	SWOOPING KICK	1000
HOOK PUNCH	1500	HIGH KICK	1000

HINTS and TIPS

* Seek and attack each opponent's weak point
* Remember Oolong can jump over his foes and put them offguard
* Try hit and run tactics and keep your distance from armed opponents
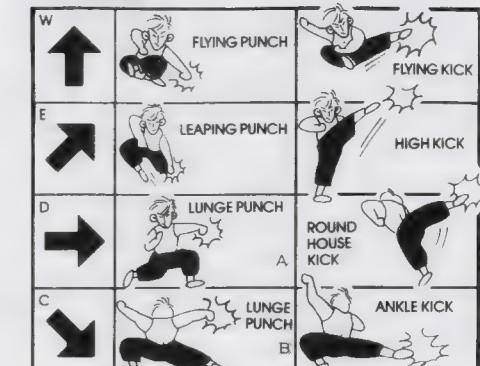
Yie Ar Kung Fu is a trademark of Konami Limited
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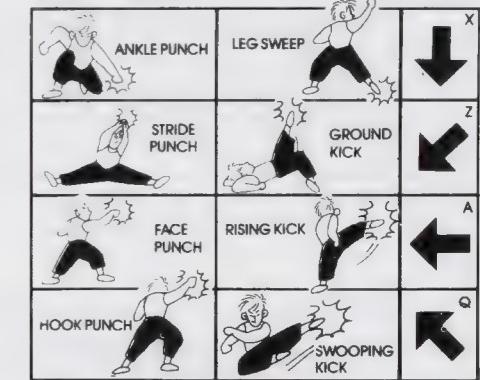Produced by D. C. Ward.

ATTACK MOVES

KO Meter

When KO meter reaches 0 player is knocked out

The attack moves are illustrated above and the KO meters for you and your opponent indicate the state of play at each level. You have 5 lives to begin your task...GOOD LUCK!

YIE AR KUNG FU II

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THE GAME

It was just twenty years ago that LEE, the Kung Fu master, wiped out the dastardly Chop Suey Gang. But. . .one member of the gang managed to survive – YEN PEI.

YEN PEI now calls himself the Yie Gah Emperor, and with his seven warlords and their retainers, he has extended his evil influence throughout China. LEE's son, LEE YOUNG, has come forth to meet this evil emperor.

To the deadly killing arts of Kung Fu which he learned from his father, he has added his own special techniques, based on OO-LONG TEA POWER and CHOW MEIN NOODLE POWER!!

Help LEE YOUNG to use his Kung Fu against the Yie Gah Emperor!!

The Opponents you will have to face in order to rid China of this terrible gang, are:

1 YEN PEI	(IRON PIGTAILS)
2 LANG FANG	(FANS)
3 PO CHIN	(FIRE BREATHER)
4 WEN HU	(FLYING MASK)
5 WEI CHIN	(BOOMERANGS)
6 MEI LING	(DAGGERS)
7 HAN CHEN	(BOMBS)
8 LI JEN	(LIGHTNING BOLTS)

This game may be played alone or by two players simultaneously.

You control the action with joystick(s), player 1 port 1, player 2 port 2.

First use the joystick to select the type of game you wish to play, and press the fire button.

You begin the game with three "LEE'S". If you score 20,000 points you get an additional "LEE" to fight with. Score another 50,000 points and you get one more.

If one of your attacking moves connects with your opponent, in addition to your scoring points, his energy level, or KO, will diminish. When your opponent's KO is all gone, you have defeated him.

If an opponent's technique is effective on LEE he loses part of his own energy or KO. When one LEE loses all his energy he is defeated.

The game begins with an attack of a squadron of midget fighters. . .try to move the left of your screen while defeating them. Four scenes await you, each with its own evil warlord ready to finish LEE off.

Two players simultaneously:

a) Player 1 is LEE YOUNG.
b) Player 2 is LEE's opponent. Select from among the Iron Pigtail, the Fan Fighter, or the Fire Breather!
c) Press Fire to start game after selecting LEE's opponent.
d) The best two out of three matches wins; the first player to win two matches is the chomp.

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CONTROLS

The game is controlled by joystick only.
PLAYER 1 – (JOYSTICK PORT 1)

WITHOUT FIRE PRESSED

JUMP STRAIGHT UP
KICK LEFT & UP   KICK UP & RIGHT

WALK LEFT   WALK RIGHT

KICK LEFT & DOWN   KICK DOWN & RIGHT

DUCK

WITH FIRE PRESSED
JUMP ACROSS IN DIRECTION YOU ARE FACING

PUNCH LEFT   PUNCH RIGHT

When flying press FIRE BUTTON for FLY KICK.

PLAYER 2 – (JOYSTICK PORT 2)

WITHOUT FIRE PRESSED

KICK UP & LEFT   KICK UP & RIGHT

WALK LEFT   WALK RIGHT

KICK DOWN & LEFT   KICK DOWN & RIGHT

DUCK

WITH FIRE PRESSED
HIGH ATTACK WITH WEAPON (KICK UP)

MID ATTACK TO
LEFT WITH WEAPON
(KICK OR PUNCH)

MID ATTACK TO
RIGHT WITH WEAPON
(KICK OR PUNCH)

LOW ATTACK WITH WEAPON
(DUCK)

The moves in brackets are when you are quite close to LEE.

IMPROVE YOUR FIGHTING TECHNIQUES

1 OO-LONG TEA POWER: If you knock out a complete formation of three midget attackers, you get one tea leaf. If you can get five tea leaves, this is enough for a cup of Oo-Long tea. Once you have enough for a cup of tea press the COMMODORE key while the game is in progress and you will get a new supply of energy. You can have up to three cups of Oo-Long tea in any one game.
2 CHOW MEIN NOODLE POWER: Somewhere in the background of each scene is a bowl of Chow Mein. If you can find the Chow Mein noodles, this will make you invincible for a few valuable seconds.

SOUND or EFFECTS

During the game you will be able to hear either the sound effects or the music. Use the 'S' key on the keyboard to toggle between Music & Sound effects.

HINTS AND TIPS

When you are playing the game always try to keep a supply of tea cups as this will help you in the latter stages of the game. If possible always try to get the Chow Mein noodles as this is also vital in the latter stages.

SCORING

★ Effective technique	300 points
★ Fan, Fire, Boomerang, Short sword, Handgrenade	100 points
★ Mask	1000 points
★ Midget attackers	100 points
★ Winning without being hit	5000 points
★ Energy remaining at end	*** Bonus Points***

Produced by D. C. Ward.   Written by Allan Shortt

HYPER SPORTS

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CONTROLS

Keyboard
LEFT SHIFT OR ? – LEFT
RIGHT SHIFT OR Z – RIGHT
SPACE BAR – FIRE
JOYSTICK – PORT 1 OR 2
Note: In the case of any difficulty experienced in joystick control the keyboard controls may be used at any time during play, even if joystick has been used.

PLAYING

Pit your skills and agility against the computer and the clock – in order to progress to the next event you must qualify (ie achieve game – scoring hints are as follows and we would be interested to hear from any player with high marks. (100,000 and up is good).

SWIMMING

Wait for the starting gun – racing dive into the pool (by pressing fire button). Your swimming speed is determined by continuous left/right controls, but remember in order to swim you must breath so wait for the prompt and then press the button. If you breathe at the wrong time you'll swallow water and if you forget to breathe you'll gradually slow and stop
Your opponents have differing swimming skills and are controlled by the computer if you can beat them all you're on the way to becoming a true champion

SKEET SHOOTING

Computer controlled sights home in on the skeet and marksmanship depends on fast reaction on the left/right controls. Good shooting gives bonus skeets with higher points but as your shooting improves the rate hots up!
Good shooting

LONG HORSE

Now test your ability as a gymnast – press the fire button to run the springboard, then again when you're on it – Now when you reach the hand stand position press it again to launch into the Somersaults (these are controlled by the left/right movement). The total score is made up of the distance you get up the springboard, the length of time on the horse, the number of spins you can achieve and the perfection of your landing. Like the real event you must perform well right through for maximum marks!

ARCHERY

The target moves across your field of vision and you must judge wind speed and the angle of your shot to hit bullseye. First press the fire button for wind speed/direction, then press fire again to shoot one of your eight arrows at the passing target. (Keeping the fire button pressed increases the height of the arrow. Hint-try to get as close to a 5° angle as possible

TRIPLE JUMP

Co-ordination is the key to success in this event, approach speed is automatic, press the fire button as close to the take off line as possible. For each part of the jump keep the fire button pressed to increase the angle of the trajectory and release as close to 45° as possible. Your score is a combination of the correct speed, angle and distance

WEIGHT LIFTING

Now for the final test – a test of strength and stamina. Select the weight, type and then use the LEFT/RIGHT controls to increase the weight lifter's power. Press the fire button when WEIGHTS flashes to give the "Powerlift" Continue with power until all three judges acknowledge the feat. Your points score is based on weight.
Congratulations you've completed all the events now check your score and see if you can do better next time – Good luck

Produced by D. C. Ward.
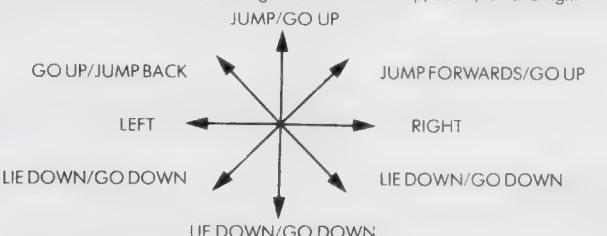
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GREEN BERET

RESCUE THE CAPTIVES!

You are THE GREEN BERET, a highly trained combat machine. Your mission; infiltrate all four enemy Strategic Defence Installations – you are alone, against immeasurable odds, have you the skill and stamina to succeed?

CONTROLS

The program is controlled by joystick and keyboard

JOYSTICK

The Green Beret is moved as follows using a combination of up, down, left and right

```
                    JUMP/GO UP

   GO UP/JUMP BACK              JUMP FORWARDS/GO UP

      LEFT          *           RIGHT

   LIE DOWN/GO DOWN            LIE DOWN/GO DOWN

                LIE DOWN/GO DOWN
```

Fire Button – KNIFE FUNCTION

KEYBOARD

Press the SPACE BAR to activate the "SHOOT" weapon.

PLAYING

RED ALERT!

Use the platforms and ladders to advance through four defence stages:-
Missile Base; Harbour; Bridge and Prison Camp Use your knife to attack the defenders who will jump, kick, shoot and bite! to stop you.
Watch your step – you may become a human "Mine Detector". Dodge the bullets missiles and mortar attacks along the way. Collect your weapons systems by killing the commandant.

Weapons are:
Flame Thrower
Rocket Launcher
Grenade

Beware! At the end of each stage the enemy will launch a major offensive using all the means at their disposal.

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STATUS AND SCORING

On screen information show current score and lives remaining at the top left of the screen and high-score and current stage at the top right.

Any weapons that you may be carrying are graphically displayed at the top left of the screen. You begin your mission with three lives and gain bonus lives at 30,000 points and every 70,000 points thereafter

HINTS AND TIPS

● Avoid the bullets/missiles by lying down or jumping.
● Weapons can be used to destroy more than just the enemy.
● Keep moving or you may have a lot of company.
● Try to save weapons for the end of each stage.
● Watch the skies!

GREEN BERET

MIKIE

Help Mikie get the message to his Girlfriend. Join him in high-jumps at school and outwit the Teacher, Maniac Janitor and Chef. Loads of fun and excitement in this computer arcade game!

THE GAME

Move Mikie through the school by collecting all the hearts in each section (Classroom, locker room, canteen, gymnazium and finally in the schoolyard).

Each heart collected represents a letter in Mikie's message to his girlfriend at the top of the screen and when the message is complete he can move on to the next area.

There are two types of hearts to collect

(1)   Single hearts – To be found on the floor and under stools. To collect these you must walk over them. (You can bump your classmates off their seats to obtain the hearts with "HIP-ZAP").

(2)   Triple hearts – Placed inside lockers and on the top of tables. To collect these, face the hearts and press "SHOUT" (FIRE) three times. N.B. Flashing hearts give bonus points.

When the message is complete and the bell rings Mikie can move on through the door marked "OUT".

Now you must negotiate the hallway which is full of doors and surprises and find the right entrance marked "IN" to continue. You have five lives to begin, but be careful as you are constantly being hassled by those in charge, the Teachers, Chef and Maniac Janitor who get very annoyed when they can't catch you!

CONTROLS

the game is controlled by joystick only.
Fire Button = SHOUT
Fire plus Direction = ZAP CONTROL

i.e. for HIP-ZAPPING stand either to the left or right facing the stool and keep pressing that direction until your school mate falls off his chair.

STATUS and SCORING

On-screen scoring shows current score, lives, message status and what room you are in. Hire-score is displayed at the end of the game.

Hearts	200 points
Hip-Zap	600 points
Chicken/Ball throw	200 points
Bonus hearts	1000 points
Kissing	100 points
Door-Trap	100 points

2000 Bonus points for each room completed.
Mystery bonuses too numerous (can you find them?).

PLAYING HINTS

You can stun your pursuer by taking Chickens or Basket Balls and throwing them (in appropriate screens).

You may become "Stunned" by kissing the dancing girls or from the Traps which lie behind some of the doors in the hallway.

Watch out for the Teacher, if he gets really mad he might throw his false teeth at you!

On the 5th screen, in the schoolyard, you finally catch up with your girlfriend and deliver the message. O.K.

You can pause for breath in the classroom by sitting on a vacant stool . . . but not too long!

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PING PONG

The Game

Ping Pong is a realistic simulation of table tennis for one player
The screen displays a three dimensional view from above a ping pong table with the players depicted as bats.
The game can be played at five different skill levels against the computer.

Controls

The game is controlled by joystick in Port 1 or Port 2.

Joystick

```
            Smash/Serve
                |
                |
Backhand  <-----+-----> Forehand
                |
                |
              Cut
```

Drive Press fire button.

Serving

Toss up the ball for the serve by using the serve control.
Move the joystick left or right to select either forehand or backhand respectively. Use cut or drive to hit the ball.

Playing

Each game is played to 11 points. The winner is the

first to reach 11, however he must win by at least two clear points unless the score reaches 15, in which case the game will terminate.

The service changes after every five points scored, however if a tie score of 10-10 is reached the service changes after every point from then on.

In a game the player wins then a new game is started on the next highest difficulty level.

Status and Scoring

Entering your name on the High Score Table

Select the desired letter by moving left or right and press the fire to make your selection.
A score of ten points is awarded each time a player manages to hit the ball. 500 points are awarded for a successful, point-winning smash.
At the end of each level, 1000 points are awarded for each point of the winning margin, as a bonus.
If a player's score is large enough he will be given the opportunity to enter his name in the high score table at the end of his game.

Hints and Tips

When To Use Each Shot Type

Smash – This is a superfast shot used to return 'floaters'. Floaters will make a distinctive sound.
Drive – This is a fast shot normally used to return the ball.
Cut – This is a slow shot which can be used to interfere with your opponent's timing.
Forehand or Backhand – Switching back and forth from backhand to forehand is effective when your opponent tries to catch you on your undefended side or when you want to force your opponent to move right or left.
The direction in which the ball is returned depends on the timing with which you hit it back.

Ping Pong Terminology

In – The serve or return is good.

Out – The serve or return is bad.
Net – A served ball hits the net and is OUT.
Duce – A tie score at 10 and above.
Love All – Score is 0-0 at the start of the match.

PING PONG™

IRON HORSE

THE GAME

All aboard? Then away you go....

Folks are waiting out there in the last posts of civilisation for their hard-earned pay. But they'll only get it if the train gets through and it's under attack from the meanest, toughest bunch of thugs in the wild Wild West.

You've just got to do something - get to the front of the train, clearing the carriages of bandits and outlaws as you go.

The trouble is they're everywhere, swarming over the compartments like the rats they are. So you've certainly got your work cut out.

You've got to get rid of them *and* pick up the sacks of gold while the express steams steadily onwards, through the prairies, over the mountains and across the desert. You'll need to keep all your wits about you in order to advance from one level to the next.

And, to make life even harder, once you've chosen your weapon, you've got to stick to it. So choose wisely at the outset.

The only thing that might help is if you can get hold of the tinder box and so increase your fire power.

Apart from that you've got nothing on your side. Especially not time.

PLAYING AND LOADING INSTRUCTIONS

At the beginning of the game select Joystick or Keyboard option. Then select key options for extra weapon and squat. Select 1 or 2 Players by Pressing Appropriate Key.

The player is presented with a selection of weapons, (Punch, Gun, Whip). Make your choice using the appropriate key. The weapon you choose is used while the game is in progress - you can't swop weapons during the game. Capturing the tinder box will increase your fire power.

At the end of each level you must repel all the attacking outlaws to advance to the next level.

Keyboard Controls: User Definable Keys

Joystick Controls: Left, Right, Up, Down, Fire

Define Keys for Weapon Fire and Squat

Press RESTORE to Quit

Select 1 or 2 Player Game by Pressing Appropriate Key

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SHAOLIN'S ROAD

As our Hero Lee you have finally mastered the secet martial art, "Chin's Shao-Lin." You find yourself trapped in the temple by hoards of Triads. Using your kicking skills and magic powers you must fight off the Triads and get out of the temple and head for the road to freedom. At each step of your way on your road to freedom you will encounter more and more of the Triads, and at each stage you will discover one that is particularly skilful! Look out for flying kicks, breathing flame, and punches that come clear out of nowhere!

CONTROLS

Your control of Lee allows you to kick, jump over opponents, jump up and down levels, and to use various magic skills you can acquire during the game. Killing some of your opponents will result in a ball of energy being shot across the playing area — successfully catch this ball and you will temporarily possess one of several magic powers. Using the KICK button whilst you possess the power will fire the magic at your opponents.

KEYBOARD

On each version you will be given the option to define which keys you wish to press to be able to control Lee's movements and fighting.

JOYSTICK

Use the joystick in port 1 in the usual manner.

NEMESIS

The Planet Nemesis, a peaceful Earth-like world, is now under an all-out space attack from its old enemies, beings from the sub-space star cluster of Bacterion. The people of Nemesis are in danger of being completely destroyed by the amoeboid Bacterions.

To save them, you have just launched the prototype hyper-space fighter, the Warp Rattler. The entire galaxy awaits your duel to the death with the evil Bacterions.

Your objective is the Bacterion superfortress, Xaerous. To reach this, you must steal the enemy power capsules along your route and boost the Warp Rattler's hyper-powers.

You are the last hope for the gentle people of Nemesis! You will need all your courage and concentration to win. Get ready to blast off!!

HOW TO PLAY

Enemy craft will keep attacking your ship. You need to repel these attacks to progress on to the next stage. Besides these regular attacks, in each stage you will be confronted by a major enemy alien creature, if you can destroy this enemy you can pass on to the next stage.

The Warp Rattler is fast, but is armament is not enough to meet the enemy's attacks. You mush get regular boosts from the enemy capsules to increase your supply of weapons.

CONTROLLING THE WARP RATTLER

Keyboard controls: Left=Z, Right=X, Up=+, Down=/, Fire=Return,
Select weapon=Shift

Joystick controls: Left, Right, Up, Down, Fire,
Select weapon=Shift
M=toggles between music/sound effects
P=Pause

Press Space Bar to select number of players.

JAIL BREAK

Emergency! Jail Break!! Emergency!!!
The Warden has been taken hostage — Rescue him!!
Protect the citizens from escaped prisoners.
1. Guide the policeman along the street, shooting the convicts with your pistol.
2. When you rescue the hostages you will get extra weapons; however, if you miss your aim and shoot any of the hostages your additional weapons will be lost.

EXTRA WEAPONS

ROCKET GUN destroy barriers and cars with the rocket gun.
TEAR GAS BOMB Attack prisoners in the buildings with tear gas bombs.

POINTS FOR FREEING THE HOSTAGES

Trash Van400

Man	500
Woman	1000
Child	2000
Woman in the Window	5000
Warden	50000

CONTROLLING THE ACTION

The action can be controlled either with a joystick or from the keyboard on your computer.
Joystick Control: Up, Down, left, right, fire.
Press SPACE to select extra weapon.

KONAMI'S ARCADE COLLECTION

CHARGEMENT

Mettre la cassette dans votre magnétophone Commodore, côté imprimé sur le dessus, tout en s'assurant qu'elle est bien réembobinée au début. Vérifier que tous les fils sont bien branchés. Appuyer simultanément sur la touche SHIFT et sur la touche RUN/STOP. Le message devrait apparaître sur l'écran dès que vous aurez appuyé sur la touche PLAY de votre magnétophone. Ce programme se chargera automatiquement. Pour charger un C128, taper GO 64(RETURN), puis suivre les mêmes instructions que pour le C64. Une fois le chargement effectué, appuyer sur le bouton FIRE pour commencer.

N.B. Si plusieurs titres se trouvent sur l'une ou l'autre des faces de la cassette, arrêtez toujours la bande après que le chargement du premier jeu se soit effectué. Pour procéder au chargement des jeux suivants, remettez l'ordinateur au point de départ et suivez les instructions de chargement précédentes. Afin de vous permettre de repérer la position des jeux pour un usage ultérieur, nous vous conseillons de vérifier que le compteur du magnétophone a été remis à zéro au démarrage de la bande.

DISQUETTE

Sélectionnez mode 64. Mettez le lecteur de disquette sur la position marche, placez le programme dans le lecteur, label vers le haut, tapez LOAD "*",8,1 (RETURN), l'écran d'introduction apparaîtra et le programme se chargera automatiquement.

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YIE AR KUNG FU

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LE JEU

Yie Ar Kung Fu est un test d'adresse dans les arts martiaux traditionnels. Il comporte Oolong qui essaye de devenir Grand-Maître dans les arts anciens, en l'honneur de son père, maître de kung-fu avant lui.

Votre but final est de passer grand-maître mais pour atteindre cet objectif, vous devrez battre divers adversaires, tous plus implacables les uns que les autres. Munis d'armes diverses et utilisant des techniques différentes, ils doivent succomber à une combinaison de 10 déplacements d'attaque différents.

Le jeu est commandé par joystick et peut se jouer à un ou deux joueurs.

C'est maintenant que ça va commencer à barder alors que vous faites front à votre ennemi. Vos honorables adversaires sont:

BUCHU – Un énorme combattant kung-fu qui peut attaquer en volant.

STAR – Une belle femme guerrière, versée dans l'art de lancer des étoiles mortelles ou SHURIKEN.

NUNCHA – Maître du NUNCHAKU – faites attention à lui

POLE – Attaque avec le bâton ancien ou BO

CHAIN – Expert dans l'art de se battre avec une chaîne meurtrière.

CLUB – .. Ce guerrier est armé d'un bouclier pour détourner vos coups et d'une massue pour frapper

FAN – Une autre femme adversaire, cette fois protagoniste du NINJAFAN

SWORD – Adversaire armé d'une épée, un ennemi redoutable et mortel

TONFUN – Expert dans l'art de se battre en faisant voltiger des bâtons ou TONFUN

BLUES – Le maître de Kung-Fu lui-même a toutes les compétences et possède nombreux des déplacements de Oolong, mais plus rapides. Si vous pouvez gagner cette bataille finale, vous deviendrez réellement Grand-Maître

COMMANDES

KO MARQUE

Lorsque le compteur KO marque 0, le joueur est éliminé. Les déplacements à attaque sont illustrés ci-dessus, votre compteur KO et celui de votre adversaire indiquent la situation de jeu, à chaque niveau. Vous avez 5 vies pour commencer votre tâche

COUP DE POING JAILLISSANT	COUP DE PIED AU VOL
COUP DE POING POITRINE	GRAND COUP DE PIED
COUP DE POING VISAGE	COUP DE PIED EN MONTANT
COUP DE PIED EN CERCLE	COUP DE PIED AU SOL
BALAYAGE JAMBE	COUP CHEVILLE

SAUT

SAUT DIAGONAL GAUCHE — SAUT DIAGONAL DROIT
MARCHE A GAUCHE — MARCHE A DROIT
COUP DE POING JAILLISSANT — COUP DE PIONG VISAGE
SE BAISSER

JOYSTICK AVEC BOUTON FEU

COUP DE PIED AU VOL
COUP DE POING POITRINE — COUP DE PIED EN MONTANT
GRAND COUP DE PIED — COUP DE PIED EN CERCLE
COUP DE PIED AU SOL — COUP CHEVILLE
BALAYAGE JAMBE

SITUATION ET MARQUE DES POINTS

Les points que vous marquez et le nombre de vies qu'il vous reste sont indiqués sur l'écran. Une vie en prime est accordée à 20 000 points. Le score de chaque déplacement est le suivant:

COUP DE PIED AU VOL (FLYING KICK)	2 000
COUP DE PIED EN CERCLE (ROUND HOUSE KICK)	500
BALAYAGE JAMBE (LEG SWEEP)	500
COUP DE PIED AU SOL (GROUND KICK)	1 000
COUP DE PIED EN MONTANT (RISING KICK)	1 500
COUP DE POING JAILLISSANT (LEAPING PUNCH)	1 500
COUP DE POING POITRINE (LUNGE PUNCH)	1 000
COUP DE PIONG VISAGE (FACE PUNCH)	500
GRAND COUP DE PIED (HIGH KICK)	1 000
COUP CHEVILLE (ANKLE KICK)	1 000

CONSEILS

- Cherchez le point faible de votre adversaire avant d'attaquer.
- N'oubliez pas, Oolong peut sauter au-dessus de ses ennemis et tromper leur surveillance.
- Essayez d'atteindre votre objectif et ne vous approchez-pas des adversaires armés

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YIE AR KUNG FU

Yie Ar Kung Fu est une marque déposée de Konami Limited. Produit par D. C. WARD.
ⓒ Konami
ⓒ 1986 Imagine Software (1984) Limited

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YIE AR KUNG FU II

LE JEU

Il y a tout juste vingt ans que LEE, le maître Kung Fu a réussi à se débarrasser de l'ignoble gang des Chop Suey Mais... un des membres du gang a survécu — YEN PEI.

YEN PEI porte maintenant le nom d'empereur Yie Gah et avec ses sept seigneurs de la guerre et leurs serviteurs, il a étendu son influence néfaste sur toute la chine. S'ajoutant à l'art meurtrier du Kung Fu que lui avait enseigné son père, il possède également ses propres techniques d'un type spécial, basées sur le OO LONG TEA POWER et sur le CHOW MEIN POWER et sur le CHOW MEIN NOODLE POWER!!

A vous d'aider LEE YOUNG à utiliser son Kung Fu contre l'empereur Yie Gah!!

Afin de débarrasser la Chine de ce terrible gang, voici les ennemis auxquels vous aurez à faire face:

1 YEN PEI   (IRON PIGTAILS)
2 LAN FANG   (EVENTAIL)
3 PO CHIN   (AVALEUR DE FEU)
4 WEN HU   (MASQUE VOLANT)
5 WEI CHIN   (BOOMERANGS)
6 MEI LING   (POIGNARDS)
7 HAN CHEN   (BOMBES)
8 LI JEN   (CARREAU FOUDROYANT)

Ce jeu peut se jouer a un ou deux joueurs.

Vous contrôlez l'action à l'aide de levier(s) Joueur 1, port 1 Joueur 2, port 2

Utilisez d'abord le levier pour sélectionner le type de jeu que vous souhaitez jouer, puis appuyez sur le bouton Fire (feu)

Vous commencez le jeu avec trois LEE Si vous obtenez 20 000 points, il vous est accordé un autre LEE Avec 50 000 de plus, vous en obtenez encore un autre Si un de vos mouvements d'attaque vous réunit à votre opposant, en plus des points que vous aurez obtenus, vous ferez également diminuer son niveau d'énergie ou KO Vous avez vaincu votre opposant quand son KO a entièrement disparu

Si la technique d'un opposants est efficace, LEE perd une partie de son énergie ou KO Quand un LEE a perdu toute son énergie il est vaincu

Le jeu commence par l'attaque d'un escadron de votre

Tout en le combattant, essayez de vous déplacer vers la gauche votre écran Quatre scènes vous attendent chacune contient un seigneur de la guerre malfaisant prêt à se débarrasser de LEE

Jeu avec deux joueurs

a) Le joueur 1 est LEE YOUNG
b) Le joueur 2 est l'opposant de LEE Vous avez le choix entre le Iron Pigtails, le combattant à l'éventail et l'avaleur de feu
c) Pour commencer le jeu, appuyez sur Fire après avoir choisi l'opposant de LEE
d) Les deux meilleurs matchs sur un total de trois permettent de gagner Le premier joueur qui gagne deux matchs est le vainqueur

COMMANDES

On ne peut jouer a ce jeu qu'à l'aide du levier de commande
Les mouvements indiqués entre parenthèses a effectuer quand vous vous trouvez asez proche de LEE

JOUEUR 1 — (LEVIER PORT 1)

EN APPUYANT SUR FIRE	SANS APPUYER SUR FIRE
SAUT HORIZONTAL DANS LA DIRECTION A LAQUELLE VOUS FAITES FACE	SAUT EN HAUTEUR

COUP DE POING A GAUCHE — COUP DE POING A DROITE

COUP DE PIED EN HAUT ET A GAUCHE / HAUT ET A DROITE
DEPLACEMENT VERS LA GAUCHE / DEPLACEMENT VERS LA DROITE
COUP DE PIED EN BAS ET A GAUCHE / COUP DE PIED EN BAS ET A DROITE
PLONGEON

Quand vous ' volez ' appuyez sur le bouton FIRE pour donner un coup de pied en même temps

JOUEUR 2 — (LEVIER PORT 2)

SANS APPUYER SUR FIRE	EN APPUYANT SUR FIRE

COUP DE PIED EN HAUT ET A GAUCHE / COUP DE PIED EN HAUT ET A DROITE
DEPLACEMENT VERS LA GAUCHE / DEPLACEMENT VERS LA DROITE
COUP DE PIED EN BAS ET A GAUCHE / COUP DE PIED EN BAS ET A DROITE
PLONGEON

ATTAQUE EN HAUTEUR AVEC ARME (COUP DE PIED EN HAUTEUR)
ATTAQUE AU NIVEAU DE LA CEINTURE SUR LA GAUCHE AVEC ARME (COUP DE PIED OU COUP DE POING) / ATTAQUE AU NIVEAU DE LA CEINTURE SUR LA DROITE AVEC ARME (COUP DE PIED OU COUP DE POING)
ATTAQUE VERS LE BAS AVEC ARME (PLONGEON)

AMELIOREZ VOS TECHNIQUES DE COMBAT

1 OO-LONG TEA POWER Si vous éliminez une formation entière de trois attaquants nains, vous obtenez une feuille de thé Si vous obtenez cinq feuilles de thé, cela vous permet de faire une tasse de thé OO-LONG Quand vous avez suffisamment de feuilles, appuyez sur la touche COMMODORE pendant que le jeu continue et vous obtiendrez ainsi de l'énergie supplémentaire Vous avez droit à un maximum de cinq tasses de thé OO-LONG par jeu

2 CHOW MEIN NOODLE POWER A un endroit quelconque au fond de chaque scène se trouve un bol de Chow Mein Si vous parvenez a trouver ce Chow Mein cela vous rendra invincible pendant quelques précieuses secondes

SON OU EFFETS

Pendant le jeu, vous entendrez soit des effets sonores soit de la musique Utilisez la touche "S" pour alterner entre musique et effets sonores

QUELQUES CONSEILS

Au cours du jeu, essayez toujours de garder en réserve des tasses de thé car elles vous seront très utiles durant les dernières étapes du jeu

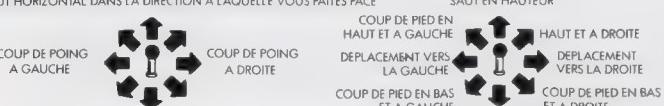Si possible essayez de garder du Chow Mein car cela se révélera également vital à ce moment-la

LE SCORE

★ Technique efficace	300 points
★ Eventails feu, boomerang, épée courte Grenade à main	100 points
★ Masque	1 000 points
★ Attaquants nains	100 points
★ Victoire sans avoir été touché	5000 points
★ Quantité d'énergie restante à la fin du jeu	*** Points de Bonus ***

GENERIQUE

Produced by D C Ward
Written by Allan Short

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HYPER SPORTS

Hyper Sports simule six grandes compétitions sportives.

La Natation

Attendre que le coup de pistolet du départ retentisse. Lancer le nageur dans l'eau en appuyant sur "fire" (feu). Accélérer avec les commandes LEFT/RIGHT (gauche/droite) continues, "respirer" en appuyant sur le bouton "fire" (feu). (Le résultat est basé sur le temps).

Le Tir au Pigeon

Utiliser les commandes LEFT/RIGHT (gauche/droit) pour tirer la carabine sur les cibles "commandées par ordinateur" respectives pour détruire les pigeons qui passent (résultat selon les cibles touchées).

Le Cheval d'Arçons

Appuyer sur le bouton FIRE (feu) pour approcher le tremplin. Appuyer à nouveau sur le bouton FIRE (feu) une fois sur le tremplin. Appuyer encore une fois sur le bouton FIRE (feu) quand l'athlète est debout sur les mains sur le cheval. Utiliser les commandes LEFT/RIGHT (gauche/droite) continues pour faire tourner l'athlète. (POINTS: distance sur le tremplin/durée sur le cheval/nombre de tours/atterrissage).

Tir à l'Arc

Appuyer sur le bouton FIRE (feu) pour sélectionner la vitesse du vent/direction. Appuyer sur le bouton FIRE (feu) pour tirer une des huit flèches sur la cible qui passe – en maintenant le doigt appuyé sur le bouton FIRE (feu) pour hausser la flèche. Essayer d'arriver à un angle aussi proche de 5,0° que possible.

Triple Saut

Utiliser les commandes LEFT/RIGHT (gauche/droite) continues pour obtenir une vitesse d'approche maximum. Appuyer sur le bouton FIRE (feu) le plus près possible de la ligne de décollage. Pour chaque saut, continuer à appuyer sur le bouton FIRE (feu) pour augmenter l'angle et le libérer aussi près de 45° que possible. (Résultat – vitesse/angles/distance).

Haltérophile

Sélectionner le type de poids. Utiliser les commandes LEFT/RIGHT (gauche/droite) continues pour augmenter la force de l'haltérophile. Appuyer sur le bouton FIRE (feu) quand l'haltérophile clignote pour donner une élévation supplémentaire. Continuer avec la force jusqu'à ce que les trois juges admettent la prouesse (points basés sur le poids). Tout joueur non classé est disqualifié.

Commandes

Manche à balai
Clavier – utiliser les deux touches SHIFT pour bouger vers la gauche ou la droite respectivement. Si vous préférez la commande à une main, vous pouvez utiliser l'une ou l'autre touche SHIFT et la touche Z (pour les gauchers) et SHIFT et / (pour les droitiers) pour bouger vers la gauche ou la droite.

L'"Hyper Sports" n'est que l'un des nombreux jeux fantastiques de la société Imagine Software. Renseignez-vous auprès de votre concessionnaire sur les autres titres de notre gamme passionnante et vaste.

Si vous avez écrit un bon programme, pourquoi ne pas nous contacter, sans aucune obligation, pour que nous nous occupions en votre nom de sa commercialisation.

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Produced by D. C. Ward.

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GREEN BERET

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Le Béret Vert peut se jouer sur le Commodore 64 et le Commodore 128 en mode 64.
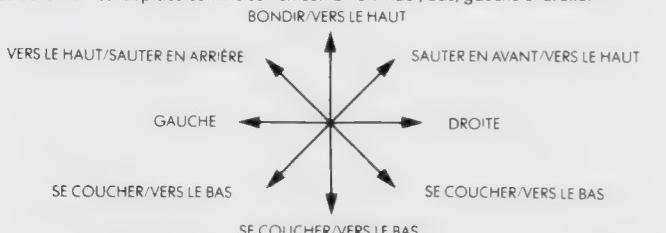
LE JEU
A LA RESCOUSSE DES CAPTIFS!
Vous êtes le Béret Vert, une machine de combat très spécialisée. Votre mission; vous infiltrer dans toutes les quatre installations de défense stratégiques de l'ennemi – vous êtes seul, contre une supériorité écrasante, avez-vous l'adresse et le nerf pour réussir?

COMMANDES
Le programme est commandé par manche à balai et par clavier.

JOYSTICK (MANCHE À BALAI)
Le Béret Vert est déplacé comme suit en combinant haut, bas, gauche et droite.

```
                    BONDIR/VERS LE HAUT
VERS LE HAUT/SAUTER EN ARRIÈRE          SAUTER EN AVANT/VERS LE HAUT

        GAUCHE                              DROITE

SE COUCHER/VERS LE BAS                  SE COUCHER/VERS LE BAS
                    SE COUCHER/VERS LE BAS
```
Bouton Feu – FONCTION COUTEAU

CLAVIER
Appuyez sur la SPACE BAR (barre d'espacement) pour actionner l'arme "tirer."

EN JEU
ALERTE ROUGE!
Utilisez la plateforme et les échelles pour vous avancer par les quatre stades de la défense: base de missiles; port; pont et camp de prisonniers. Utilisez votre couteau pour attaquer les défenseurs qui bondiront, donneront des coups de pieds, tireront et mordront pour vous arrêter.
Attention – vous pouvez devenir un "détecteur de mines" humain. Echappez aux balles, aux missiles et aux attaques de mortier tout au long du chemin. Recueillez vos armes en tuant le commandant.
Vos armes sont: lance-flammes, grenade, lance-fusées.

Attention! A la fin de chaque stade, vos ennemis lanceront une grande offensive en utilisant tous les moyens dont ils disposent.

ETAT ET MARQUE DES POINTS
Les informations sur l'écran indiquent le score actuel et les vies qui restent en haut à gauche de l'écran et le score élevé et le stade actuel en haut à droite.
Toute arme que vous pouvez porter est affichée graphiquement en haut à gauche de l'écran. Vous commencez votre mission avec trois vies et vous obtenez des points de prime à 30 000 points et tous les 70 000 points après cela.

CONSEILS ET TUYAUX
● Evitez les balles/missiles en vous couchant ou en bondissant.
● Les armes peuvent être utilisées pour détruire plus que l'ennemi.
● Bougez sans cesse ou vous pourriez vous trouver en nombreuse compagnie.
● Essayez de garder vos armes pour la fin de chaque stade.
● Surveillez le ciel!

LE BÉRET VERT
Produit par D. C. Ward.
c Konami
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MIKIE

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Aidez Mikie à faire passer un message à sa petite amie. Participez à ses farces à l'école et soyez plus malin que le Professeur, le Concierge Fou et le Chef. Jeu informatique amusant et passionnant.

LE JEU
Déplacez Mikie dans l'école en ramassant tous les coeurs dans chaque partie de l'école (salle de classe, salle des casiers à rangement, cantine, salle de gym et finalement dans la cour de récréation).
Chaque coeur ramassé représente une lettre du message de Mikie à sa petite amie, présenté à la partie supérieure de l'écran, et lorsque le message est complet, il peut passer à la zone suivante.
Il y a deux types de coeurs à ramasser:
(1) Coeurs uniques – se trouvent sur le plancher et sous les tabourets. Pour les prendre, vous devez marcher dessus (vous pouvez faire tomber vos camarades de leurs tabourets pour obtenir les coeurs en utilisant la commande Feu plus Direction).
(2) Coeurs triples – placés à l'intérieur des casiers et sur les tables. Pour les prendre, mettez-vous en face des coeurs et appuyez trois fois sur le bouton "SHOUT" (FIRE). Remarque: les coeurs clignotants donnent des points supplémentaires.

Lorsque le message est complet et que la sonnerie retentit, Mikie peut passer par la porte marquée "OUT" (SORTIE).
Vous devez maintenant traverser le couloir qui est plein de portes et de surprises et trouver la bonne entrée, marquée "IN" (ENTREE), qui vous permettra de continuer. Vous avez cinq vies pour commencer, mais faites attention, car vous êtes constamment harcelé par les responsables, c'est-à-dire les Professeurs, Chef et le Concierge Fou, qui se mettent très en colère lorsqu'ils ne peuvent pas vous attraper!

COMMANDES
Le jeu se joue avec le manche à balai seulement.
Bouton Fire (Feu) = SHOUT
Fire (Feu) plus Direction = POUSSER VOS CAMARADES.
Pour POUSSER un camarade de son tabouret, tenez-vous à droite ou à gauche devant le tabouret et appuyez en même temps sur la commande de direction et de feu.
Les baisers sont automatiques!

SITUATION ET POINTS
L'écran présente constamment vos points, le nombre de vies qu'il vous reste, l'avancement du message et la salle dans laquelle vous vous trouvez. Le total des points est donné à la fin du jeu.

Coeurs: 200 points	Coeurs clignotants: 1000 points
Pousser: 600 points	Baiser: 100 points
Jeter un poulet/ une balle:200 points	Porte-piège:100 points

2000 points supplémentaires pour chaque salle finie.
Nombreux points supplémentaires (pouvez-vous les trouver?)

QUELQUES CONSEILS
Vous pouvez étourdir la personne qui vous poursuit en prenant un poulet ou une balle et en les lançant (dans les écrans appropriés).
Vous pouvez être mis K.O. en embrassant les danseuses ou en tombant dans les pièges situés derrière certaines portes du couloir.
Attention au Professeur, s'il se met vraiment en colère, il peut jeter ses fausses dents dans votre direction!
Sur le cinquième écran, dans la cour de l'école, vous retrouvez enfin votre petite amie et vous lui donnez le message. Tout s'est arrangé.
Vous pouvez souffler un peu dans la salle de classe, assis sur un tabouret libre . . . mais pas trop longtemps!
BONNE CHANCE!

Mikie est une marque déposée de Konami Limited.
Produit par D.C. Ward.
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IRON HORSE

LE JEU

Tout le monde à bord? Alors en route...

Les hommes attendent là-bas aux confins de la civilisation l'arrivée de leur paie durement gagnée. Mais ils ne la toucheront que si le train peut passer et justement, il est attaqué par la bande de durs à cuir les plus cruels et les plus forts du Far Ouest sauvage.

Vous devez agir, vite - passer à l'avant du train, débarrasser les wagons des bandits et des hors-la-loi à mesure que vous avancez.

L'ennui, c'est qu'ils sont partout, grouillant dans les compartiments comme de vrais rats. Alors, vous savez ce qu'il vous reste à faire.

Il faut vous débarrasser d'eux et ramasser les sacs d'or pendant que l'express traverse les prairies, escalade les montagnes et franchit le désert à pleine vapeur. Il faudra garder la tête sur les épaules si vous voulez avancer d'un niveau à l'autre.

Et, pour vous rendre la vie encore plus difficile, une fois que vous aurez choisi votre arme, vous ne pourrez pas en changer. Alors, choisissez bien dès le départ.

La seule chose qui pourrait vous aider, c'est la caisse d'explosifs, si vous pouvez vous en emparer. Ella augmentera votre puissance de tir.
A part ça, il n'y a rien pour vous aider. Surtout pas le temps.

INSTRUCTIONS SUR LE JEU ET MODE DE CHARGEMENT

Au début du jeu, choisissez l'option manette de jeu ou clavier. Puis sélectionnez les options touches correspondant aux armes supplémentaires et à l'esquive. Sélectionnez 1 ou 2 joueurs en appuyant sur la touche appropriée.

Le joueur a le choix entre plusieurs armes (coup de poing, fusil, fouet). Faites votre choix en appuyant sur la touche appropriée. L'arme que vous choisissez est celle que vous utilisez pendant tout le jeu - Vous ne pouvez pas changer d'armes pendant le jeu. Si vous vous emparez de la caisse d'explosifs, vous augmenterez votre puissance de tir.

A la fin de chaque niveau, vous devez repousser tous les hors-la-loi qui vous attaquent pour pouvoir avancer au niveau suivant.

Commandes du clavier:	Touches définissables par l'utilisateur
Commandes de la manette:	Gauche, Droite, Haut, Bas, Feu
	Définissez les touches pour tirer votre arme et l'esquive
	Appuyez sur RESTORE (Rétablir) pour terminer
	Sélectionnez le jeu à 1 ou à 2 joueurs en appuyant sur la touche appropriée

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SHAOLIN'S ROAD

COMMENT JOUER:

Tel votre héros Lee, vous etes enfin devenu maitre dans l'art martial secret "Chin's Shao-Lin." Vous vous retrouvez prisonnier dans le temple entouré par des hordes de Triades. Grace à votre habileté aux coups et à vos pouvoirs magiques, repoussez les Triades, sortez du temple et dirigez-vous vers la route de la liberté.

A chaque pas dans cette direction, vous rencontrerez de plus en plus de Triades et à chaque stade, vous en découvrirez un qui est particulièrement habile! Faites attention aux coups à la volée, au lancer de flamme et aux coups de poing surprise!

COMMANDES:

Vos commandes de Lee vous permettent de donner des coups de pied, de sauter au-dessus de vos adversaires, de sauter vers un niveau supérieur ou inférieur et d'utiliser les différents pouvoirs magiques que vous pouvez acquérir durant le jeu. Quand vous tuez certains de vos adversaires, une boule d'énergie est projetée à travers la surface de jeu — si vous réussissez à attraper cette boule, vous possèderez de façon temporaire un des pouvoirs magiques. Pour projeter cette magique sur vos adversaires, utilisez le bouton KICK pendant que vous possédez ce pouvoir.
Clavier: Pour chaque version il vous sera offert la possibilité de définir les touches sur lesquelles vous souhaitez appuyer pour controler les mouvements de Lee et le combat.
Levier: Utilisez le levier au port 1 de la façon habituelle.

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JAIL BREAK

JAIL BREAK

Alerte! Tentative d'évasion!!!
Le gouverneur a été pris en otage: il faut le sauver!
Protéger les citoyens contre les prisonniers qui se sont échappés
1. Guidez le policier le long de la rue en descendant les prisonniers avec votre revolver.
2. Chaque fois que vous sauverez des otages, vous recevrez des armes supplémentaires; par contre, si vous manquez votre cible et touchez un otage, vous perdrez vos armes supplémentaires.

ARMES SUPPLEMENTAIRES

LANCE-ROQUETTE ... Détruisez les barrières et voitures avec le lance-roquette.
BOMBE LACRYMOGENE ... Attaquez les détenus dans le batiment avec les bombes lacrymogènes.

POINTS POUR AVOIR LIBERE LES OTAGES

Poubelle	400
Homme	500
Femme	1000
Enfant	2000
Femme à la fenêtre	5000
Gouverneur	50000

COMMENT CONTROLER L'ACTION SUR L'ECRAN

Pour cela, vous pouvez utiliser soit un manche à balai, soit un clavier de votre ordinateur.
Manche à balai: Haut, bas, gauche, droite, feu.
Appuyez sur SPACE pour sélectionner une arme supplémentaire.
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PING PONG

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LE JEU

Le Ping Pong est une simulation, pleine de réalisme, du jeu de ping pong .

L'écran affiche une vue plongeante tridimensionnelle d'une table de ping pong, les joueurs étant représentés par des raquettes.

Le jeu peut se jouer à cinq niveaux différents d'adresse, contre l'ordinateur.

COMMANDES

Le jeu est commandé par manche à balai dans le port 1 ou dans le port 2.

MANCHE A BALAI

```
              Smash/Service
                    ↑
                    |
Revers  ←-----------+-----------→  Coup droit
                    |
                    ↓
                 Couper
```

Drive - appuyer sur le bouton Feu.

SERVICE

Lancer la balle en l'air pour le service en utilisant la commande de service.

Bouger le manche à balai à gauche ou à droite pour sélectionner soit coup droit soit revers respectivement.

Utiliser soit couper soit drive pour frapper la balle.

SITUATION ET MARQUE DES POINTS

Entrée de votre nom dans le tableau de score élevé.
Sélectionner la lettre désirée en bougeant à gauche ou à droite, et appuyer sur feu pour effectuer votre sélection. Un score de dix points est accordé chaque fois qu'un joueur parvient à frapper la balle. 500 points sont accordés pour un smash réussi, récolteur de points. A la fin de chaque niveau, 1000 points sont accordés pour chaque point de la marge gagnante, en prime. Si le score d'un joueur est assez élevé, il aura la possibilité d'entrer son nom dans le tableau de score élevé à la fin de son jeu.

JEU

Chaque jeu se joue jusqu'à 11 points. Le gagnant est celui qui arrive le premier à 11 points. Il doit, toutefois, gagner par deux points de plus au moins, a moins que le score atteigne 15, dans quel cas le jeu se termine.

Le service change tous les cinq points. Toutefois, si on obtient un score à égalité de 10-10, le service change dès lors après chaque point.

Dans un jeu , si le joueur gagne, un nouveau jeu commence alors au niveau de difficulté suivant.

CONSEILS ET TUYAUX

Quand utiliser chaque type de coup
Smash (Smash) – Il s'agit d'un coup extra-rapide utilisé pour renvoyer les "balles flottantes". Les balles flottantes auront un bruit très distinctif.

Drive (Drive) – Il s'agit d'un coup rapide, utilisé normalement pour relancer la balle.

Cut (Couper) – Il s'agit d'un coup lent qui peut être utilisé pour gêner le rythme de votre adversaire.

Forehand or Backhand (Coup droit ou Revers) – Changer du revers au coup droit et vice versa est efficace quand votre adversaire essaie de vous attraper du côté non défendu ou quand vous voulez forcer votre adversaire à aller à droite ou à gauche.

La direction du retour de la balle dépend du rythme auquel vous rendez le coup.

Terminologie du ping pong
In (bon)   Le service ou la balle relancée est bon.
Out (nul) – Le service ou la balle relancée n'est pas bon.
Net (filet) – Une balle servie frappe le filet et est nulle.
Duce (égalité) – Un score à points égaux de 10 et plus.
Love All (zéro partout) - Le score est de 0-0 au début de la partie.
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NEMESIS

La planète Nemesis, un monde paisible à l'image de la Terre, est tombée sous les feux de l'attaque spatiale de ses vieux ennemis, les Bactérions, des creatures amiboïdes provenant d'un groupe d'étoiles d'un espace secondaire. Le peuple de Nemesis est en grand danger, pursqu'il risque d'être anéanti par les Bactérions.

Le Warp Rattler, un prototype de combat hper-spatial pourra seul sauver Gradius en se lançant dans un combat à mort avec les belliqueux Bactérions. Son objectif Xearous, la super-forteresse des Bactérions. Pour l'atteindre, il devra dérober à l'ennemi des capsules d'énergie de long de son parcours, afin de renforcer ses hyper-pouvoirs. Le Warp Rattler est le dernier espoir du peuple paisible de Nemesis! Il lui faudra courage et concentration pour vaincre. Qu'il se prepare au dur combat qui l'attend!

COMMENT JOUER

Un véhicule spatial ennemi attaquera continuellement votre vaisseau. Vous devrez repousser ces attaques pour pouvoir passer au stade suivant. En plus de ces attaques régulières, vous devrez faire face, à chaque stade, à une créature extraterrestre ennemie et si vous parvenez à détruire cet ennemi, vous pourrez passer au stade suivant.

Le Warp Rattler est rapide, mais son armement n'est pas suffisant pour répondre aux attaques de son ennemi. Il vous faudra des renforts à partir des capsules ennemies pour augmenter votre approvisionnement d'armes.

COMMANDE DU WARP RATTLER

Commandes du clavier: Gauche =Z, Droite=X, Haut=;, Bas=/, Feu=Return
Choix des armes=Shift
Commandes du levier: Gauche, Droite, Haut, Bas, Feu,
Choix des armes=Shift
M=commutation entre musique et effets sonores
P=pause
Appuyez sur Space Bar pour sélectionner le nombre de joueurs.

AVIS DE COPYRIGHT

KONAMI'S ARCADE COLLECTION

CARICAMENTO

Inserire la cassetta nel registratore del Commodore con la parte stampata verso l'alto, facendo attenzione che il nastro si trovi all'inizio. Controllare che tutti i cavi siano collegati. Schiacciare contemporaneamente il tasto SHIFT ed il tasto STOP/RUN. Seguire le istruzioni che appaiono sullo schermo - SCHIACCIARE IL TASTO PLAY del registratore, Questo programma verrà caricato automaticamente. Per il C128, scrivere GO64 (RETURN), poi seguire le istruzioni del C64. Quando il programma è stato completamente caricato, schiacciare il tasto FIRE per iniziare.

N.B. Se su uno dei lati della cassetta c'è più di un titolo, arrestare sempre il nastro quando è stato caricato il primo gioco. Per caricare gli altri giochi, ripristinare la macchina e seguire le istruzioni già date per il caricamento. E' consigliabile assicurarsi che il contatore del nastro sia stato azzerato all'inizio del nastro, in modo che la posizione dei giochi possa essere annotata per il futuro.

DISCO

Scegliere il modo 64. Accendere il disc drive ed inserire il programma nel drive con l'etichetta rivolta verso l'alto. Scrivere LOAD"*",8,1(RETURN) per fare apparire il videata d'introduzione, il programma caricherà poi automaticamente.

YIE AR KUNG FU

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IL GIOCO

Yie Ar Kung Fu è una prova di abilità nelle Arti Marziali tradizionali. Il protagonista è OOlong, che cerca di diventare un Gran Maestro nelle arti antiche per onorare il proprio padre, un maestro del kung fu.

Il vostro scopo finale è di diventare un gran maestro, ma per raggiungere questo titolo dovrete sconfiggere diversi avversari, uno più pericoloso dell'altro. Questi avversari hanno armi e capacità diverse e devono essere sopraffatti usando una combinazione di 10 mosse d'attacco diverse.

I comandi avvengono tramite joystick ed il gioco può essere per uno o due giocatori.

State per iniziare, e per trovarvi faccia a faccia con i vostri nemici. I vostri onorevoli avversari sono…

BUCHUU—Un enorme lottatore di kung fu che può combattere volando.
STAR—Una bellissima ragazza lottatrice che è esperta nel tiro di stelle di SHURKEN che sono letali.
NUNCHA—Maestro del NUNCHAKA—attenzione.
POLE—Attacca con la corda antica chiamata BO.
CHAIN—E un esperto nella lotta con la catena.
CLUB—… Questo lottatore è armato di uno scudo per evitare i vostri colpi e di un bastone per colpirvi.
FAN—Un'altra avversaria donna, questa volta una NINJAFAN.
SWORD—Un avversario che porta una spada, un nemico terribile e mortale.
TONFUN—Abilissimo nell'arte della lotta con bastoni chiamati TONFUN.
BLUES—Il maestro del Kung-Fu, conosce tutti i colpi e tutte le mosse. Se riuscite a batterlo, diverrete Gran Maestro.

COMANDI

SALTO DIAGONALE VERSO SINISTRA — SALTARE — SALTO DIAGONALE VERSO DESTRA
CAMMINARE VERSO SINISTRA — CAMMINARE VERSO DESTRA
PUGNO CON SALTO — ABBASSARSI — PUGNO IN AVANTI

KO METRO

Quando il Ko Metro arriva a 0, il giocatore è finito.
I movimenti di attacco sono illustrati qui in alto ed il KO Metro per voi e quello per il vostro avversario indicano la posizione in cui vi trovate a ciascun livello. Iniziate con cinque vite … BUONA FORTUNA!

PUGNO CON SALTO
CALCIO VOLANTE
PUGNO
CALCIO ALTO
CALCIO CON GIRO ED ELEVAZIONE
CALCIO DA TERRA
PUGNO IN AVANTI
CALCIO DI CAVIGLIA
CALCIO CON ELEVAZIONE
MOVIMENTO DELLA GAMBA

JOYSTICK CON TASTO FIRE

CALCIO VOLANTE
PUGNO — CALCIO CON ELEVAZIONE
CALCIO ALTO — CALCIO CON GIRO ED ELEVAZIONE
CALCIO DA TERRA — CALCIO DI CAVIGLIA
MOVIMENTO DELLA GAMBA

POSIZIONE E PUNTEGGIO

Sullo schermo appare il vostro punteggio attuale, il punteggio più alto ed il numero di vite che vi rimangono. Vi viene assegnata una vita in più quando arrivate a 20.000 punti e per ogni mossa vi vengono assegnati i punti seguenti:

CALCIO CON GIRO ED ELEVAZIONE	500
CALCIO DA TERRA	1000
PUGNO CON SALTO	1500
PUGNO	1000
PUGNO IN AVANTI	500
CALCIO DI CAVIGLIA	1000
CALCIO VOLANTE	2000
CALCIO CON ELEVAZIONE	1500
MOVIMENTO DELLA GAMBA	500
CALCIO ALTO	1000

SUGGERIMENTI

● Cercare ed attaccare l'avversario nel suo punto debole.
● Ricordatevi che Oolong può saltare sui nemici e colpirli quando non se lo aspettano.
● Usate una tattica di "colpire e fuggire" e mantenetevi ben lontani dagli avversari armati.

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YIE AR KUNG FU II

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IL GIOCO

Eera poco più di vent'anni fa che LEE, il Maestro del Kung Fu, ha eliminato la Banda del Chop Suei...ma uno dei membri della banda è sopravvissuto – YEN PEI.

YEN PEI adesso si fa chiamare l'Imperatore Yen Gah, e con i suoi sette signori della guerra ed i loro servi ha esteso la sua influenza malvagia in tutta la Cina. Il figlio di LEE, LEE YOUNG, è arrivato a confrontarsi con il cattivo imperatore.

All'arte mortale del Kung Fu, che ha imparato dal padre, Lee aggiunge anche le sue tecniche speciali, basate sull'OO-LONG TEA POWER e CHOW MEIN NOODLE POWER!!

Aiutate LEE YOUNG contro il suo Kung Fu contro l'Imperatore Yie Gah! I nemici che vi troverete ad affrontare sono:

1. YEN PEI   (CODINI DI FERRO)   5. WEI CHIN   (BOOMERANGS)
2. LANG FANG (VENTAGLI)   6. MEI LING (SPADE)
3. PO CHIN   (MANGIA FIAMME)   7. HAN CHEN (BOMBE)
4. WEN HU   (MASCHERA VOLANTE) 8. LI JEN   (BALLE DI FUOCO)

Si può giocare da soli od in due.
Il gioco viene controllato tramite joystick, giocatore 1 portello 1, giocatore 2 portello 2.
Iniziate il gioco con tre "LEE". Se raggiungete i 20.000 punti, vi viene dato un altro "LEE" per lottare. Se ottenete altri 50.000 punti ne avrete un altro. Quando il KO del vostro avversario è finito, la vita viene battuta.
Se la tecnica di un avversario batte LEE, questi perde una parte delle sue forze, o KO. Quando un LEE perde tutto il suo KO viene sconfitto.
Il gioco inizia con un attacco di una squadra di lottatori nani... cercate di spostarvi sinistra mentre li state sconfiggendo. Seguono poi quattro quadri diversi, ognuno con il suo malefico signore della guerra pronto ad ammazzare LEE.

Per due giocatori simultaneamente:
a) Il giocatore 1 è LEE YOUNG
b) Il giocatore 2 è l'avversario di LEE. Scegliere tra Codini di Ferro, Il Lottatore dei Ventagli, od il Mangia Fiamme.
c) Schiacciare il tasto fire per iniziare il gioco dopo aver scelto l'avversario di LEE.
d) Chi vince due su tre lotte è il campione.******

COMANDI

Il gioco viene controllato tramite il joystick.

GIOCATORE 1 – (JOYSTICK PORTELLO 1)
SENZA SCHIACCIARE FIRE

	CON IL TASTO FIRE SCHIACCIATO
SALTARE VERSO L'ALTO	SALTARE NELLA DIREZIONE
SCALCIARE — SCALCIARE	VERSO LA QUALE SIETE RIVOLTO
A SINISTRA ED IN ALTO — A DESTRA ED IN ALTO	
CAMMINARE — CAMMINARE	PUGNO — PUGNO
VERSO SINISTRA — VERSO DESTRA	VERSO — VERSO
SCALCIARE — SCALCIARE A DESTRA	SINISTRA — DESTRA
A SINISTRA ED IN BASSO — ED IN BASSO	
ABBASSARSI	

Mentre volate, schiacciate IL TASTO FIRE per un CALCIO VOLANTE

GIOCATORE 2 – (JOYSTICK PORTELLO 2)
SENZA SCHIACCIARE FIRE

	CON IL TASTO FIRE SCHIACCIATO
SCALCIARE A SINISTRA — SCALCIARE A DESTRA	ATTACCO ALTO CON ARMA (SCALCIARE IN ALTO)
ED IN ALTO — ED IN ALTO	
CAMMINARE — CAMMINARE	ATTACCO A METÀ — ATTACCO A METÀ
VERSO SINISTRA — VERSO DESTRA	ALTEZZA A SINISTRA — ALTEZZA A DESTRA
	CON ARMA — CON ARMA
SCALCIARE A SINISTRA — SCALCIARE A DESTRA	(CALCIO O PUGNO) — (CALCIO O PUGNO)
ED IN BASSO — ED IN BASSO	ATTACCO BASSO CON ARMA
ABBASSARSI	(ABBASSARSI)

Le mosse tra parentesi sono valide solo quando vi trovate vicino a LEE.

MIGLIORATE LE VOSTRE TECNICHE DI LOTTA

1. OO-LONG TEA POWER: Se riuscite a sconfiggere un'intera formazione di tre lottatori nani vi viene data una foglia di te. Se ne ottenete cinque potrete farvi una tazza di te Oo-Long. Schiacciate il tasto COMMODORE, e recupererete le forze. Potete bere tre tazze di te per partita.
2. CHOW MEIN NOODLE POWER: Sullo sfondo di ogni scena c'è una tazza di Chow Mein. Se riuscite a trovare i noodles Chow Mein, diverrete invincibili per alcuni secondi.

EFFETTI SONORI E GRAFICI

Durante la partita potrete sentire sia gli effetti sonori che la musica. Usate il tasto 'S' per passare dall'uno all'altro.

SUGGERIMENTI

Quando state giocando, cercate sempre di avere delle tazze di te disponibili, perchè vi aiuteranno negli stadi futuri del gioco.

PUNTEGGIO

★ Tecnica efficace . . . . 300 punti
★ Ventaglio, Fuoco, Boomerang, Spada, Bomba a mano . . 100 punti
★ Maschera. . . . . 1000 punti
★ Lottatori Nani. . . . . 100 punti
★ Vincere senza essere colpiti . . . . 5000 punti
★ Energia rimasta alla fine della partita. . . . . ***Punti Extra***

CREDITI

Prodotto da D.C. Ward
Scritto da Allan Shortt
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HYPER SPORTS

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Hyper Sports – un gioco che simula sei gare sportive molto impegnative.

Caricamento

Mettete la cassetta nel vostro registratore Commodore, con il lato stampato in su ed assicurandovi che sia completamente all'inizio. Accertatevi che siano attaccati tutti i fili. Schiacciate il tasto SHIFT e RUN/STOP contemporaneamente. Dovrebbe apparire sullo schermo il messaggio; premete il tasto PLAY del registratore. Questo programma sarà caricato automaticamente.

Nuoto

Aspettate che venga dato il segnale di partenza, con la pistola. Fate partire il nuotatore premendo il pulsante FIRE. Aumentate la velocità usando in continuazione i comandi LEFT/RIGHT, schiacciando il pulsante FIRE per "respirare". (Punteggio basato sul tempo).

Tiro al Piattello

Usate i comandi LEFT/RIGHT per sparare ai rispettivi mirini controllati·dal computer e distruggere i piattelli di passaggio (punteggio per piattelli abbattuti).

Cavallo

Premete il pulsante FIRE per prendere la rincorsa fino alla pedana. Premete di nuovo FIRE quando vi trovate sulla pedana. Premete ancora una volta il pulsante FIRE quando l'atleta si trova in appoggio sulle mani sul cavallo. Usate in continuazione i comandi LEFT/RIGHT per far fare una piroetta all'atleta. (Punteggio – distanza alla pedana/durata di tempo sul cavallo/numero di piroette/atterraggio).

Tiro all'Arco

Premete il pulsante FIRE per selezionare la velocità/direzione del vento. Premete il pulsante FIRE per tirare una delle otto frecce al bersaglio che passa – tenendolo abbassato per aumentare l'altezza della freccia. Cercate di ottenere un angolo il più vicino possibile a 5°

Salto Triplo

Usate continuamente i comandi LEFT/RIGHT per ottenere la massima velocità di rincorsa. Premete il pulsante FIRE il più vicino possibile alla tavola di battuta. Ad ogni salto tenete il pulsante FIRE abbassato per aumentare l'angolazione e lasciatelo andare il più vicino possibile ai 45°. (Punteggio – velocità/angoli/distanza).

Sollevamento Pesi

Scegliete il tipo di peso. Usate i comandi LEFT/ RIGHT per aumentare la potenza dell'uomo forzuto. Premete il pulsante FIRE quando l'uomo forzuto lampeggia per dare una maggior alzata. Continuate ad aumentare la potenza finché tutti e tre i giudici non riconoscono la riuscita dell'azione (punteggio basato sul peso). La mancata qualificazione in una gara porterà alla squalifica.

Comandi

Joystick
Tastiera – Usate entrambi i tasti SHIFT per spostarvi rispettivamente a SINISTRA o DESTRA. Se preferite un comando su un lato solo, potete usare un tasto SHIFT e Z (se siete mancini) oppure SHIFT e / (se usate la destra) per spostarvi a SINISTRA o DESTRA.

Hyper Sports è soltanto uno dei bellissimi giochi della Imagine Software. Chiedete al vostro negòziante gli altri giochi della nostra appassionante serie. Se avete scritto un buon programma, perché non vi mettete in contatto con noi, senza impegno, per discuterne la possibile·distribuzione sul mercato?

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Produced by D. C. Ward.

GREEN BERET

BERRETTO VERDE

IL GIOCO
LIBERATE I PRIGIONIERI!!
Voi siete IL BERRETTO VERDE – una macchina da combattimento ben addestrata. La vostra missione è di infiltrare tute le quattro Stazioni di Difesa Strategica del nemico – siete solo, contro forze incommensurabili, ce la farete a resistere ed a vincere?

COMANDI
Il programma viene controllato tramite il joystick e la tastiera.
JOYSTICK
Il Berretto Verde viene fatto spostare usando una combinazione di alto, basso, sinistra e destra.

```
          SALTARE / MUOVERSI VERSO L'ALTO

MUOVERSI VERSO L'ALTO        ↖  ↑  ↗   SALTARE AVANTI
SALTARE INDIETRO                        MUOVERSI VERSO L'ALTO
            SINISTRA  ←      →  DESTRA

STENDERSI A TERRA            ↙  ↓  ↘   STENDERSI A TERRA
MUOVERSI VERSO IL BASSO                 MUOVERSI VERSO IL BASSO

          STENDERSI A TERRA / MUOVERSI VERSO IL BASSO
```

Tasto Fire – FUNZIONE DEL COLTELLO
TASTIERA
Schiacciare la BARRA SPAZIATRICE per "SPARARE" con l'arma.

COME GIOCARE
ALLARME ROSSO!
Usare le piattaforme e le scale per avanzare attraverso quattro stadi di difesa:-
La Base dei Missili; il Porto; il Ponte e la Prigione. Usate il coltello per attaccare le guardie che salteranno, scaleranno, spareranno e vi morderanno pur di fermarvi.
Fate attenzione – potrete diventare un "Cerca Mine" umano. Evitate i missili ed i colpi che vi vengono sparati addosso. Raccogliete tutte le vostre armi uccidendo il Comandante.
Le armi sono: Lanciafiamme
Lanciarazzi
Bombe a mano
Ma attenzione! Alla fine di ogni stadio il nemico lancerà un'offensiva usando tutti i mezzi a loro disposizione.

POSIZIONE E PUNTEGGIO
Sullo schermo in alto a sinistra appariranno il punteggio corrente e le vite che vi sono rimaste, mentre in alto a destra apparirà il punteggio massimo e lo stadio in cui vi trovate.
Tutte le armi che avete con voi appaiono rappresentate graficamente in alto a sinistra sullo schermo. Iniziate la vostra missione con tre vite e ne acuistate altre a 30.000 punti e ad ogni 70.000 punti.

SUGGERIMENTI
● Evitate i missili ed i colpi che vi vengono sparati contro, stendendovi per terra o saltando.
● Le armi possono essere usate non solo per distruggere i nemici.
● Continuate a muovervi, o vi troverete in brutta compagnia.
● Cercate di risparmiare le armi per la fine di ogni stadio.
● Fate attenzione a quello che arriva dal cielo!

MIKIE

Aiutate Mikie a pervenire il messaggio alla sua Ragazza. Saltate con lui a scuola e prendetevi gioco dell'Insegnante, del Custode Pazzo e del Cuoco. Questo gioco è pieno di avvenimenti divertenti e pazzi!

IL GIOCO
Fate muovere Mikie nella scuola raccogliendo tutti i cuori in ogni sezione (Classe, guardaroba, refettorio, palestra, e nel cortile). Ogni cuore raccolto rappresenta una lettera del messaggio di Mikie alla sua ragazza che appare in alto sullo schermo, quando il messaggio è completo può passare alla zona seguente.
I tipi di cuori da raccogliere sono due:
(1) Cuori singoli – si trovano sul pavimento e sotto gli sgabelli. Per raccoglierli dovrete camminarci sopra. (Potete anche far cadere i vostri compagni dagli sgabelli per poter raccogliere i cuori, usando 'HP-ZAP).
(2) Cuori tripli – Si trovano nei cassettini chiusi e sopra ai banchi. Per raccoglierli dovrete mettervici davanti e schiacciare 'SHOUT' (FIRE) tre volte. N.B. i cuori che lampeggiano danno punti extra.
Una volta che avete completato il messaggio ed il campanello suona, Mikie potrà passare attraverso la porta marcato con "OUT". Adesso dovrete passare attraverso il corridoio che è pieno di porte e di sorprese e trovare l'entrata giusta, marcata con "IN" per continuare. Vi vengono date cinque vite all'inizio della partita, ma fate attenzione perchè l'Insegnante, il Custode ed il Cuoco cercheranno di acciuffarvi.

COMANDI
Il gioco è controllato solo tramite joystick.
Tasto Fire = SHOUT
Tasto Fire più Direzione = CONTROLLO ZAP
e cioè per poter eseguire HIP-ZAP dovrete stare a sinistra o a destra ma rivolto verso lo sgabello e continuate a schiacciare la direzione scelta finchè il vostro compagno cade dallo sgabello.

POSIZIONE E PUNTEGGIO
Sullo schermo appaiono il punteggio corrente, le vite rimaste, la posizione e la stanza in cui vi trovate. Il punteggio finale appare alla fine del gioco.

Cuori	200 punti	Cuori con punti extra	1000 punti
Hip-Zap	600 punti	Bacio	100 punti
Tiro pollo/palla	200 punti	Trappola	100 punti

2000 punti extra per ogni stanza completata
Tantissimi punti extra. (Riuscirete ad ottenerli?)

SUGGERIMENTI
Potrete confondere i vostri nemici tirando dei Polli o delle Palle (nei videata corretti).
Se baciate le ballerine o se finite nelle Trappole che si trovano dietro alcune delle porte nel corridoio rimarrete confusi.
Fate attenzione all'Insegnante. Se veramente si arrabbia vi tira addosso la dentiera!
Sul quinto videata, nel cortile, troverete finalmente la vostra ragazza e potrete consegnarle il messaggio. O.K.
Vi potete fermare per riprendere fiato nella classe, sedendovi su uno sgabello vuoto ... ma non a lungo!
BUONA FORTUNA!
Prodotto da D.C. Ward
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PING PONG

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IL GIOCO

Ping Pong è una simulazione realistica di una partita di ping pong per un giocatore solo.

Sul video appare un'immagine tridimensionale da sopra un tavolo di ping pong con i giocatori rappresentati da racchette.

Si può giocare a cinque livelli diversi di abilità contro il computer.

COMANDI

Il gioco viene controllato tramite il joystick nel Portello 1 o nel Portello 2.

Joystick

Schiacciata/Servizio

Rovescio ◄───┼───► Diritto

Tagliata

Per un effetto di 'drive' schiacciare il tasto Fire.

IL SERVIZIO

Buttate la palla per servire usando il comando del servizio.

Muovete il joystick verso sinistra o verso destra per scegliere il rovescio od il diritto. Usare la tagliata oppure drive per dare un effetto alla palla.

COME GIOCARE

Si arriva ad 11 punti per ogni partita. Il vincitore è il primo che arriva ad 11 punti. Tuttavia dovrà avere almeno 2 punti di vantaggio, altrimenti si arriverà 15, e la partita terminerà.

Il servizio cambia ogni cinque punti, ma se si verifica un punteggio di 10-10, il servizio cambia ogni punto.

Quando il giocatore vince contro il computer, si ricomincia ad un livello più difficile.

POSIZIONE E PUNTEGGIO

Come inserire il vostro nome nella tabella dei punteggi più alti.

Scegliere la lettera desiderata spostandosi verso destra o sinistra e schiacciare il tasto fire.

Ogni volta che un giocatore colpisce la palla ottiene dieci punti. 500 quando si fa una schiacciata che consente di vincere un punto.

Alla fine di ogni livello, vengono assegnati 1000 punti per ogni punto di margine di punteggio.

Se il punteggio del giocatore è sufficientemente alto, gli verrà data la possibilità di inserire il proprio nome nella tabella dei punteggi più alti alla fine del gioco.

SUGGERIMENTI

Come e quando usare i diversi titi

Schiacciata — Questo è un tiro superveloce che viene usato per rilanciare le palle fluttuanti. Le palle fluttuanti fanno un rumore particolare.

Effetto — Questo è un tiro veloce usato per rilanciare la palla.

Tagliata — Questo è un tiro lento che si può usare per interferire con il gioco dell'avversario.

Rovescio o Diritto — Passando da rovescio a diritto e viceversa, è un buon gioco quando il vostro avversario cerca di colpirli dal lato in cui siete indifeso, o quando volete forzarlo a spostarsi a sinistra o a destra.

La direzione in cui la palla viene ritornata dipende dal momento in cui viene rilanciata.

Terminologia di Ping Pong

In (Dentro) — Il servizio od il ritorno sono buoni

Out (Fuori) — Il servizio od il ritorno non sono buoni

Net (Rete) — Una palla servita è finita nella rete ed è fuori

Duce (Pari) — Un punteggio di 10 pari o più.

Love All (Zero pari) — Il punteggio è di 0-0 all'inizio della partita.

PING PONG

JAIL BREAK

TESTO PER L'INTERNO DELLA CONFEZIONE

Allarme! Evasione!! Allarme!!!

Il direttore della priogione è stato preso in ostaggio, salvatelo!!

Proteggete i cittadini dai prigionieri evasi!

1. Guidate il poliziotto lungo la strada, sparandano ai forzati con la pistola.

2. Quando salvate gli ostaggi, otterrete armi supplementari, però, se mancate il bersaglio e sparate ad uno degli ostaggi, perderete le vostre armi supplementari.

ARMI SUPPLEMENTARI

LANCIARAZZI … Distruggete barriere e automobili con il lanciarazzi.

BOMBA A GAS LACRIMOGENO … Attaccate gli evasi all'interno degli edifici usando le bombe a gas lacrimogeno.

PUNTI PER LIBERARE GLI OSTAGGI

Veicolo della nettezza urbana	400
Uomo	500
Donna	1000
Bambino	2000
Donna alla finestra	5000
Direttore della prigione	50000

CONTROLLO DELL'AZIONE

Si può controllare l'azione sia mediante una "cloche" che mediante la tastiera del vostro computer.

Controllo mediante 'cloche': Su, giù, sinistra, destra, fuoco.

In tutti i casi, premere la barra di spazieggiatura per scegliere l'arma supplementare.

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NEMESIS

Il planeta Nemesis, un mondo pacifico simile alla terra, è attaccato da potentissimi nemici spaziali, abitanti della galassia Bacterion. Il popolo di Nemesis arrischia di essere annientato dagli amebici guerrieri di Bacterion. Voi potete salvarli. E a questo scopo avete appena lanciato un nuovo prototipo di caccia iper-spaziale: il Warp Rattler. Gli spazi interplanetari aspettano che scatenate la Vostra riscossa contro gli aggressivi e spietati esseri di Bacterion.

Il Vostro obiettivo è la distruzione della superfortezza di Bacterion: i Xaerous. Per raggiungere Xaerous, dovete impossessarvi delle capsule automatiche del nemico, che troverete sulla Vostra via, con le quali incrementare la potenza del Vostro Warp Rattler.

Non Dimenticate, Voi siete l'ultima speranza per la gente di Nemesis! Dovete vincere! Usate la Vostra concentrazione e il Vostro coraggio. Pronti?

COME SI GIOCA

La tua navicella sarà sottoposta a continui attacchi da parte dell'astronave nemica. Per passare da una fase all'altra dovrai respingere ognuno di questi attacchi ma in ogni fase dovrai affrontare anche un pericoloso essere alieno e solo se riuscirai a distruggerlo potrai passare alla fase successiva.

Il Warp Rattler è veloce ma il suo armamento è insufficiente a sostenere l'attacco nemico. Per aumentare il tuo armamento dovrai attingere alle capsule nemiche.

COMMANDO DEL WARP RATTLER

Commando con tastiera: sinistra=Z, destra=X, in alto=;, in basso=/, fuoco=Return, selezione arma=Shift (maiuscole) M=armeggiare tra effetti sonori/musica P=pausa

Commando con leva: sinistra, destra, in alto, in basso, fuoco selezione arma=Shift (maiuscole) Per scegliere il numero dei giocatori premere Space Bar (spaziatore)

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SHAOLIN'S ROAD

COME GIOCARE:

Voi siete Lee ed avete finalmente imparato ad usare l'arte marziale segreta, "Chin's Shao Lin". Vi trovate intrappolato nel tempio da orde di Triads. Usando l'arte marziale ed i poteri magici dovrete combattere contro le Triads ed uscire dal Tempio, per raggiungere la libertà. Ad ogni passo incontrerete sempre più Triads, e durante i diversi stadi ne scoprirete una veramente abile! Fate attenzione ai calci volanti, alle fiamme ed ai pugni che si materializzano dal nulla!

COMANDI

Siccome siete in grado di controllare Lee completamente, potete calciare, saltare sopra ai nemici, passare da un livello ad un altro ed usare diverse capacità magiche che acquisterete durante il gioco. Quando uccidete alcuni dei vostri nemici, si forma una palla di energia che viene 'sparata' sul campo di gioco — se riuscirete a catturarla otterrete dei poteri magici temporanei. Usate il pulsante KICK mentre siete in possesso di questi poteri magici e questi verranno sparati contro i vostri nemici.

Tastiera: Per ciascuna versione vi viene data la possibilità di definire i tasti che desiderate usare per controllare i movimenti di Lee.

Joystick: Usare il joystick nel portello 1, nella maniera solita.

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IRON HORSE

IL CAVALLO DI FERRO
IL GIOCO

Tutti in groppa? Allora si va …

La gente sta aspettando là, ai confini della civilizzazione, per la paga. Ma la riceveranno soltanto se il treno riesce a passare e al momento è attaccato dalla banda più feroce dell'Ovest.

Voi dovete ben fare qualcosa — andare sul davanti del treno, eliminando dai vagoni i banditi e i predoni durante il passaggio.

Il problema è che sono dappertutto, accalcandosi in tutti gli scompartimenti proprio come i topi. Quindi c'è parecchio da fare.

Dovete non solo liberarvi da questa folla ma anche prendere i sacchi d'oro mentre il treno continua a progredire attraverso le praterie, sulle montagne e in mezzo al deserto. Dovete fare molta attenzione in modo da poter avanzare da un livello all'altro.

E, per rendere la vita anche più difficile, quando avete scelto l'arma, dovete tenerla sempre. Quindi scegliete bene dal principio.

L'unica cosa che può aiutarvi è se potete prendere l'accendino e quindi aumentare la potenza del vostro fuoco.

A parte questo, non avete alcun aiuto, specialmente non avete tempo.

ISTRUZIONI PER IL GIOCO E IL CARICAMENTO

All'inizio del gioco scegliete l'opzione Joystick o Keyboard. Poi scegliete le opzioni dei tasti per più armi e mettetevi in posizione. Scegliete 1 o 2 giocatori premendo il tasto appropriato.

Il giocatore ha una scelta di armi (pugni, fucile, corda). Fate la scelta usando il tasto appropriato. L'arma che scegliete è usata mentre il gioco è in progresso — non potrete cambiarla durante il gioco. Se catturate l'accendino aumenterete il potere del fuoco.

Alla fine di ogni livello, per poter avanzare al livello prossimo, dovete aver respinto tutti i banditi.

Controlli della tastiera: tasti definibili dell'utente
Controlli del joystick: sinistra, destra su, giù, fuoco
Definite i tasti per il fuoco dell'arma e mettetevi in posizione
Premere RESTORE per uscire
Scegliere 1 o 2 giocatori premendo il tasto appropriato.

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